# HOT CHICKS

## The Roleplaying Game

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# HOT CHICKS: The Roleplaying Game

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Scott's Dedication

I really, REALLY need to thank my wife Annalisa and my son Andrew for their love and support while this thing was cranked out. I also want to thank my parents, my friends, the gaming groups that put up with me proofreading and designing weapons during our weekly games, and all of the gamers who played the demo games at the conventions. Thanks everyone!

Victor's Dedication

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Scott and Vic's Dedication

We both need to thank our friend Brian Sullivan, who lived his life to the fullest and showed each of us more about how to write a game and bend rules than anyone else ever could. You will be missed.

Thanks To

Adobe, E-Frontier, Microsoft, and Alienware, without whom this would have taken a hell of a lot longer. Also a big thanks to the Hooters corporation for their tireless inspiration of this product.

Disclaimer

Hot Chicks: The Roleplaying Game is a game, written for entertainment purposes. It makes no claim to be a textbook of the modern world or near future - the events and people represented in this book are works of fiction.

This book contains supernatural elements in its background, storylines, and themes. These elements are fiction, and intended soley for entertainment purposes.

This book contains mature content - strong language and mature themes. Reader discretion is advised.

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# INTRODUCTION

*Shelly worked the action on her Gladius machine pistol, and sighed. Her new underwear was riding up, and the scientists in R&D had told her it wouldn't do that.*

*"Underwear problems?" asked Rachel, as she checked the laces on her high-top sneakers. Shelly could only nod.*

*"Look alive, people," said Commander Simpson. "I know that we've been taking a beating on these missions, but this is the big one. We've found the main breeding pit."*

*The two female operatives exchanged worried glances. Fighting the gene demons that had been plaguing the nearby community was one thing. Going into their lair was something else entirely. Simpson pulled up a map on the holographic projector.*

*"It's deep, like we figured it would be," he said, pointing at the main shaft. "Over three hundred feet down. Telemetry says it's hot, too. You're going to have to go in the bare minimum of clothing you can stand, or your effectiveness will be reduced to less than five minutes."*

*"Fuck you and the horse you rode in on," said Shelly. "I'm not doing another mission where all I have between me and a dozen demons that want to ravage me is a g-string and an attitude. You can take your battlesuits on this mission… I'm not going, and Rachel isn't going."*

*Rachel crossed her arms under her modest breasts and nodded. "You damn right, Shelly. Are you TRYING to get us killed, Simpson?"*

*Simpson turned off the holograph projector and hung his head. "Yeah, I figured you two would have a little problem with the mission. But you're going to go anyway."*

*"What makes you say that?" said Shelly. "'Cause you can pull a gun on me any time you want. Even if you survive pointing*



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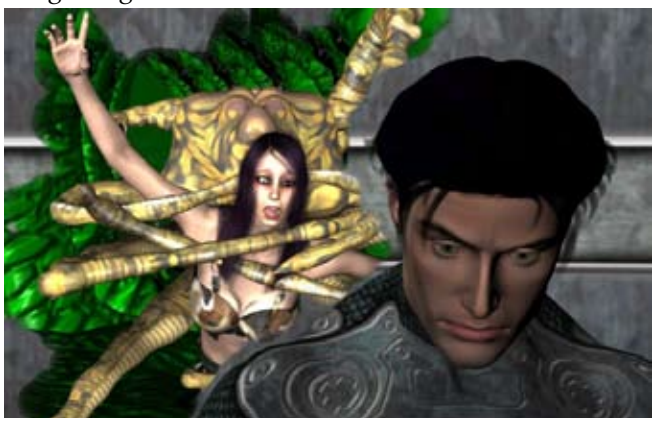
*a gun at me, I'd rather be shot than be at the mercy of those fucking things."*



*"They've got Marie," said Simpson. "Telemetry picked up her tracking implant, right at the core of the place. She's alive… she'll probably be alive for a long time, down there. Now, I can send in a squad of troops in battlesuits, but you know the kind of firepower they use."*

*Shelly and Rachel stared at him, open-mouthed. They had thought Marie was dead after their last operation. They had never even considered that she might be alive, somewhere, much less at the mercy of the gene demons.*

*"All right, we're going in, but we're doing it our way," said Rachel. "We'll need armor suits, refrigeration packs, some tech blades, and all the ammunition that we can carry."*

*"Plus a class A medical kit," said Shelly, as she adjusted the g-string that wouldn't behave. She ignored Simpson's stares… there would be more than enough eyes prying into her secrets soon enough. "And an evac crew waiting at the entrance. You going to be nearby?"*

*"I'm going to be more than nearby," said Simpson. "Marie was my trainee long before she was a part of your team. I'm going in with you."*

*The two girls tried to recover from the second shock of the day as Simpson went to strap on his sidearm.*

# Hot Chicks: the Roleplaying Game

It is a horrific time in human history, but then again, there are always horrific times in human history. Mankind has brought technology to a point beyond his morality. Those who have money and power use it for nothing more than gaining more money and power… that, and to satisfy their every perverse desire.

People who have been toying with magic have brought things into this world that were never meant to be a part of it… monsters and demons of all sorts, who are higher on the food chain that humanity is.

Attracted by the strife and terror racing through mankind, aliens from far away worlds have descended to the Earth to take what they need from us, heedless of whether or not we need it more than they do.

And the average person on the street has NO idea that the wars and disasters that they see on the news are the results of a war for the future of all mankind.

The evil corporations and mad scientists want money and power. The demons and monsters want terror and strife. The aliens want domination and conquest. And all of them, yes ALL of them, want one more thing… the one thing that they will split the laws of the universe to acquire.

All of them want Hot Chicks.

* * *

You have questions. Here are some answers, probably not in the order that you're asking them.



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# What is a Roleplaying Game?

The most basic definition of a Roleplaying Game is "It's playing make-believe, with rules." It's a cooperative activity where a number of people (no less than two, ideally four to six, up to fifty if you have a lot of friends and like shouting at each other) engage in creating a story. One person, the Game Master, mediates the rules and gives the background of a story. The rest of those involved, the players, create individual characters and determine what those characters are doing as the result of the story background that the Game Master has laid down.

It's a purely interactive activity… interactive storytelling. The Game Master tells the Players what they see, what they hear and feel and smell, and the players tell the Game Master what their characters are doing in response. The Game Master sets up situations for the characters of the Players to get in to, and the Players try to determine how their characters will get out of these situations, if they can.

Characters are represented by a set of numbers, telling what the character's limitations are. If there is a chance for a character to fail a task, such as shooting an opponent or programming a computer, dice are rolled to determine whether the action is a success or failure.

# How do I play a Roleplaying Game?

Playing a Roleplaying game is like telling a story – as a group. You'll need a few people (at least two, four to six are recommended). One person will take the part of "Game Master." This person has the hardest job at the table, but also the most rewarding. The Game Master needs to know the rules fairly well, and will be developing the story lines that the rest of the people will be interacting with.

The rest of the people at the table will be Players. They will each make a Character using the rules in this book. This is like a character in a book or movie… the character is an imaginary person with imaginary abilities, controlled by the very real player.

After the Game Master has prepared an adventure (whether creating one or reading one, such as the sample adventure in the back of this book), he tells the players what situation their characters are in. "You're all sitting around a bar one night. It's late on a Friday, but the place is very quiet, since the town you're in has had a rash of murders at about this time every night for the past week."

The players then tell the Game Master what their characters do as a result of the situation that they are in. "My character is going to ask around the bar and see if anyone knows anything about the murders."

The Game Master tells the player what happens as a result of their character's actions, perhaps having the player roll dice to determine how successful they are. The player reacts to the new situation, and a story unfolds.

# What Dice will I need?

This is the first core rulebook of the Inverted Twenty system. You will need two four-sided dice (2d4) for character generation. For everything else in the game, and we do mean everything, you will need one twenty-sided die (1d20).

# What else does it take to play this game?

You've already got the rulebook in your hands (or on your computer), so that's the main thing. You'll want to print out copies of the Character Sheets at the back of the book so that people can keep track of their characters.



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Some note paper is also very handy – there will probably be a lot of complex information flowing in your direction, so taking notes will be very useful.

That, a place to play where you can get a little loud (Hot Chicks games tend to get energetic), and, optionally, Stuff to Eat and Stuff to Drink, and you've got the makings for a memorable session of gaming.

## Why Hot Chicks?

Because gamers tend to *like* Hot Chicks. In our experience, a lot of male players will occasionally play female characters. This is a stretch of the imagination; a test of roleplaying ability, and it gives them an excuse to have pictures of women in their character folder.

At the same time, this game is about a near future where all of humanity is in the process of being objectified... literally turned into products and food. Attractive people, women more than men, have been victims of this dehumanizing process for as long as there have been people in the world. In the war to preserve the dignity and destiny of the individual, no one has more to lose than "Hot Chicks."

And so Hot Chicks play more than one role in this game. They are a population constantly at risk, and they are some of the most determined and dangerous warriors that mankind can hope for.

## What is this game all about?

In a time of strife for the human race, the combined forces of evil have determined that the most precious resource they can acquire are Hot Chicks. Any human body is a treasure trove of chemical processes and biological energy that can be exploited for gain, but for a number of reasons, females have slightly higher value.

They are the key component to reproduction for humans. In a pinch, the male's contribution can be mailed in, but the female is the bearer of the eggs, the carrier of the undeveloped human, and the nurturer and nutrition for the newborn. Even if you have cloning technology or magic to the same ends, using human females (or parts of them) ensures that you are making quality people.

For metaphysical purposes, their terror and fear holds more power than the terror and fear of human males. Oh, to be sure, a number of males are used for this purpose also, but when using dark rituals or summoning demons and beings that live on strife, a human female in some sort of pain and/or distress is a key component.

For aesthetic purposes, human females with a pleasant appearance are an ideal background accessory. If you want to show your fellow demons or board executives that you have power AND taste, a Hot Chick on a chain is a surefire attention getter. The female body draws attention from both sexes, and even ancient human cultures placed higher value on those who possessed Hot Chicks than on those who did not.

The entire human race is being dehumanized and objectified. If the demons, the aliens, and the corproations have their way, everyone in the world will be converted to profit through pain and suffering. Women of strength and beauty, namely Hot Chicks, have been the victims of objectification for as long as there have been humans, and now that the entire race is going up for grabs, they are in the highest risk category.

However, humanity has a number of chances to survive this depradation. Organizations of perceptive individuals have noticed that the forces of darkness are trying to take our Hot Chicks (and Hot Dudes, from time to time), and are fighting them every step of the way.

Maybe it's a group that has captured some corporate technology, and is staging raids into dark laboratories to rescue hapless victims. Perhaps it's an ages-old order of Magic Users who are stepping into the light of day to strike a blow against demonic forces. Perhaps it's even former victims who have witnessed what alien technology can do, and are now using it against their former captors.



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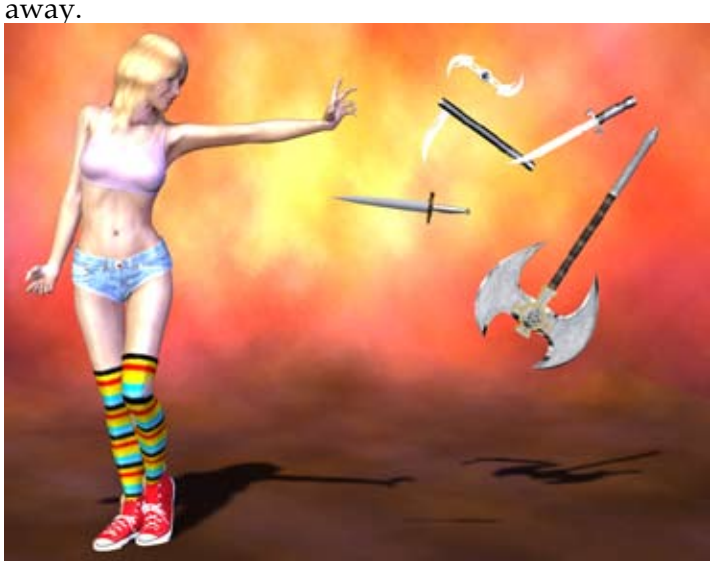
Characters in "Hot Chicks, The Roleplaying Game" are fighting against an oncoming darkness that threatens to consume all that is beautiful and good in humanity. They are women and men from all walks of life who have united in a single cause – to prevent those who would destroy us from taking humanity's future away.



Notable in this fight are the Hot Chicks themselves… women who have had enough of being objectified and used, who are prepared to draw on their inner strength to defeat the enemies of our future. They are strong, intelligent, well armed, and possessed of powers beyond those of average people. They're also pretty damn pissed off, and they're doing something about it.

This game is the ongoing story of a horrific war. The stakes start at life and death, and fates worse than death, all the way up to the existence of the human race. It is not a pretty thing, by any stretch of the imagination.

But the women who are fighting it certainly are.

This game is about what you choose for it to be about… from individual battles for the safety of an organization to the full-scale war for humanity's survival. It can be as simple as "I walk into a bar to see who I can beat up tonight" to "I set the timer for seven seconds. It won't give me time to get away, but this space station will never threaten humanity again."

In the end, it's all about getting together with your friends, creating stories that you'll all be telling for years to come, and Having Fun.

## Who are you, and where is this thing going?

We are Dakkar Unlimited, a small collection of artists and writers who love games. And when I say we love games, I mean not only in a wholesome, pure way, but we also love them in dirty, nearly pornographic ways. We have almost half a century of game expertise tucked under our belts, and decided it was time to put it out there for the world to see and buy.

This is the core book for the Hot Chicks Roleplaying Game, which incorporates our "Inverted 20" system. You can play the game just fine with this book alone.

We will be putting out books with more detailed background information, more equipment and powers, and more artwork. (It really is all about the artwork). We will be putting out adventure modules and Rogues galleries, collections of NPCs with which to populate your games.

We are dedicated to fully supporting our product line, so feel free to come on by and visit our support page at www.HotChicksTheGame.com. If you have any questions or comments about the game, feel free to write us… we LOVE getting E-mail!

Now… on to the nuts and bolts.



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# CONCEPTS AND CONVENTIONS

## How and When to Roll Dice

Accomplishing things in "Hot Chicks: The Roleplaying Game" is generally done with a single roll of 1d20. For combat as well as task resolution, a Statistic, such as Strength or Intelligence, is added to the ranks in a Skill, such as Lifting or Computers.

A number of bonuses and penalties are added to, or subtracted from, this number. Bonuses may come from having exceptional equipment, or being aided in a task. Penalties might come from being opposed by good equipment, visibility, or hostile conditions.

1d20 is rolled, and compared to the final value. If the roll is equal to, or under, the final value, the roll is a success. The difference between the roll and the final value, on a successful roll, is referred to as the "Margin of Success." This is used in determining the overall degree of success. A high "Margin of Success" is very good, a low "Margin of Success," while still a success, made it by the skin of your teeth.

A roll of a 1 on the 1d20 roll is always a Critical Success. This grants benefits which vary depending on what you were rolling for.

A roll of a 20 on the 1d20 roll is always a Critical Failure. This causes complications and difficulties which vary, depending on what you were rolling for.

Some rolls will be Contested rolls. In a contested roll, a player is rolling against either the Game Master or another player. In a contested roll, a roll is made for each character or NPC involved. If one roll is a success, and the other is a failure, the character with the successful roll automatically wins the contest.

If both rolls are failures, the contest is a "push," and the contestants roll again.

If one roll is a success, and the other roll is a critical success, the character with the critical success automatically wins the contest.

If one roll is a failure, and the other roll is a critical failure, the contest is a "push," but the character with the critical failure makes their next roll at – 4.

If both rolls in the contest are successes, then the Margin of Success for each roll is compared. The character with the higher Margin of Success wins the contest. If the Margins of Success are a tie, then the contest is a



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"push," and the contestants roll again.

Dice rolls, however, are not always necessary. If a character is simply walking down the sidewalk, there is no need to roll to determine success. Nor is there a need to roll to see if a character chokes while eating a Big Mac, or successfully shoots an unconscious, unarmored opponent in the head point-blank. These things can be considered "automatic successes," because there is little or no chance of failure.

Dice rolls are for situations where there is a significant chance of failure. Walking across a busy street while traffic is in motion may require a roll. Eating a poisoned hamburger full of ball bearings may require a roll, as might shooting a fully conscious, armored opponent in the head while he is trying to shoot you.

## Rolling Against Large Numbers

In the course of the game, a player may find themselves rolling 1d20 against a number greater than 20. Bonuses and other factors may raise target numbers higher than 20.

If the player is rolling against a number from 21 to 24, then the roll of a natural 20 on the die is not a critical failure, but it is still a failure. If a player is rolling against a number of 25 or higher, then there is no need to roll – this is an automatic success for the player. The player may roll 1d20 if they wish, so that they may have the chance of rolling a natural 1 for a Critical Success, but there is no chance of failure on this roll, even if a natural 20 is rolled.

This is unless the roll is a Contested Roll. Even if one character has a target number of 25 or more, and the other does not, the contest must still be rolled. The character with the target number of 25 or more does not automatically succeed, but can't critically fail. The margins of success are still compared to determine who wins the contest.

For Example: *Our hero, Bob, is rolling off against a massive tentacle monster. The tentacle monster's total of Statistic, Skill, and Bonuses is a massive 26. Bob's attempt to get clear, including Statistic, Skill, and Bonuses is 14. They must still roll a contest in order to determine whether or not Bob will get away.*

*The Game Master cockily picks up his 1d20 and rolls for the tentacle monster, rolling a 19. This is a clear success on the Monster's total of 26, with a margin of success of 7.*

*Bob's player rolls his 1d20, rolling a 6. 14 – 6 = 8, so Bob has a higher margin of success than the Tentacle Monster. Bob escapes evisceration… this turn.*

## Rounding

There will be a lot of division done as you play. I mean, there's some math involved in character creation, but you'll be calculating Half of things a lot during game play. Its almost as if we have a fetish for dividing by two.

When numbers are divided such that the result is not a whole integer (there are numbers past the decimal place), we follow standard rounding convention. If your last digit is a 4 or lower, round down. If your last digit is a 5 or higher, round up. When dividing an odd number by two, you will always round up (because your last digit will always be a 5).

For Example: *Dividing three by two (3 / 2) you will get a result of 1.5. The last digit is a 5, so you round up to 2.0.*

Don't worry – none of the math is complex at all. We hate slowing down the fun for numbers – so it's all pretty easy and smooth.

## "The Deal"

Sometimes, a player will want to do something with their character that isn't exactly according to the rules of the game. They may want a to make a roll with different attributes than the Game Master has asked for, or they may want some piece of equipment or power that they can not, at the moment, afford.

If the request isn't TOO unreasonable, the Game Master should consider a "deal." This is a brief (and I do stress brief) bit of haggling to see if the Player can get



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what they want, while providing the Game Master with a way to make the story more interesting at the same time.

Say, for instance, the player wants some hot cyberlegs that they could not possibly afford at character creation. The Game Master is free to say "well, I could let you have them, but you'd have to take the flaw that you're hunted by a major corporation that wants their cool cyberlegs back."

That way, if the player accepts, the player's character gets their cool cyberlegs, and the Game Master has a hook for creating future adventures and adding complications to the storyline.

The Deal is a way for the game to be extremely flexible. It relies on a bit of trust between the players and the Game Master (or GM) as well. It allows the players to use their character's strengths as much as possible, as well as keeping the game a cooperative activity.

If the players seem stuck in a situation that they see no way out of, the Game Master is free to announce that "The Deal is in full effect," inviting the players to try and think of a non-linear and creative way out of their situation.

The Deal can apply in any part of the game, from character creation through every angle of play. A Game Master must be reasonable, but fair and consistent with The Deal. Players may request deals that are unreasonable or somehow extremely ridiculous. The Game Master need have no bad feelings about denying deals of this nature.

For Example: *Bob's player is trying to gain control of an out-of-control jet liner, the pilots being disabled. The GM asks Bob's player to make a roll against their Dexterity Stat plus their Large Jet Aircraft skill. Bob's player, realizing that Bob does not have that skill, asks if he can roll his Dexterity stat plus his Grappling skill, because he is "wrestling the plane to the ground." The Game Master shakes his head and says "no deal;" wrestling is obviously too unlike piloting a jet liner to be used in this way.*

The Deal may be taken out of play if it is slowing down the game. A player who is making long-winded attempts at dealing constantly, slowing game play, may be cut off from The Deal. A player who consistently asks for things that are overblown or ridiculous may be cut off from The Deal. The Deal is there to make game play flexible and fun, allowing for possibilities that the Game Master and even the writers of the game have not considered. If it is abused, it may be taken out of play at the GMs option.

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# THE WORLD OF *HOT CHICKS*

*Shelly steadied her broken right arm and grimaced with pain. Rachel had one shoulder under Simpson's armpit, helping him to walk as he wheezed and spat blood. The rescue attempt had not gone well.*

*"Need to… to get backup," hissed Simpson, his broken ribs grating on one another. Rachel shook her head as she supported him.*

*"If the battlesuits come in, Marie is dead… you saw how they had her in the middle of the main chamber," she said. "It's like they planned it that way."*

*"They were way smarter than we figured," said Shelly. "If we didn't have the armor, we'd be dead."*

*The cave system's twists and turns had been confusing enough when they entered the gene demons' lair, but with the pain of their injuries it had become a labyrinth. The demons had chosen their position well; mineral deposits throughout the cave system made it impossible for the small team to use their navigational gear, and the twists and turns denied them the ability to use their ranged weapons with any kind of accuracy.*

*They had been ambushed multiple times, waves of monsters full of claws and fangs washing over them. Rachel had protected them with her shield ability as best she could, but the sheer mass of numbers that the monsters could muster had worn them down. They had found the central chamber, but there was no way to rescue their lost comrade.*

*Simpson shed tears of pain and frustration as he remembered seeing Marie, alive and aware. She had looked right into his eyes from the mass of webbing and tentacles that held her helpless, and her eyes had begged him to put her out of her misery. Simpson had hesitated, and four demons broke most of his ribs.*

*She was still back there, and it was looking like nothing that they could do would save her. Maybe it would be more merciful, thought Simpson, to let the battlesuits go in and roast the whole area.*

*As they struggled forward another step, they heard the telltale sounds of another wave of monsters coming up behind them. Rachel's eyes widened in terror – their guns had been lost long ago, their skin-tight, high-tech armor had been breached and was nearly useless. Rachel didn't have the strength to put up another shield, and neither Shelly nor Simpson could fight with their broken bones. If they were lucky, they were about to die. If not, they would be joining*



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*Marie in the core of the gene demons' lair.*

*They rounded another turn in the labyrinthine caverns to see a man in a trench coat standing in front of them, a huge revolver in his hand. "Duck!" he said.*

*Rachel dropped, carrying Simpson to the ground on top of her, as Shelly threw herself painfully against a wall. The man in the trench coat fired his massive revolver past them, and the explosive round dropped a section of the cavern onto the oncoming demons.*

*The sound of the explosion rang in Rachel's ears, nearly deafening her, but when she looked back she saw that they were safe – for the moment. The demons would dig through that in minutes, but it might have bought them the time they needed to escape!*

*"Who… who are you? Why are you here?" asked Shelly, as she wrestled her broken arm back under control.*

*"My name is Bob," said the man in the trench coat as he broke open the action on his pistol. "Someone tried to make an example out of me."*

* * *

The World of *Hot Chicks* is an amazingly dangerous place. On the outside, it looks very much like the world you may be used to seeing. While there have been a lot of advancements by the year 2015, the world is cosmetically the same. Cities may have gotten a little bigger, buildings may have gotten a little taller, and the sky may have gotten a little bit smoggier. The population of the world is approaching the ten billion mark rapidly, and humanity is straining under the load.

Under the surface, the world has changed completely. Magic is real, and there are people and organizations using it for their own ends. Medical and cybernetic technology have undergone a revolution, and human enhancement is a fact of everyday life. While the government still denies it, aliens have visited Earth, taken up residence, and they prey on humanity each and every night.

The average citizen in the world of *Hot Chicks* has no difficulty walking down the street to the ATM, taking out twenty dollars, going to a burger joint, ordering a cheeseburger, sitting down and having lunch.

A Character in *Hot Chicks*, however, takes their life into their hands with this activity. Walking down the street, there are eyes watching them from every window and traffic-camera. Taking twenty dollars out of the ATM alerts the world financial organizations of their location. Going to a burger joint, they may find that the meat is being treated with mind-control chemicals or might even contain human flesh. Sitting down and having lunch is an invitation for ninjas and robots to flood the restaurant and start a running gun battle.

Humanity, you see, has become cattle. Demons from the underworld and aliens from beyond the stars have discovered that humans, and their terror, tastes good. Overpopulation has created a massive supply of Mankind: the *other* other white meat.

The greatest predator of all, however, is mankind itself. Even with slavering demons and bizarre aliens hunting people down without mercy, human greed and power lust has exceeded all bounds of ethics and morality. A corporation can develop products much faster if it can test those products on human beings, without concern for the welfare of those humans. With nearly ten billion people on the planet, there are places where cheap labor, under lethal conditions, is a way of life.

How did things get so bad? To tell that tale, we need to go back a ways.



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## The Time Before Time

Consider everything that you've ever learned about what state the Earth was in twenty thousand years ago. Think of what you know about the beginnings of civilization in the cradle of life, and the start of recorded history.

Now forget it all. It's a lie.

The first dynasty of Egypt wasn't the beginning of a great civilization, it was the remnant of the much larger civilization that came before. Architecture and technology didn't start there, but that is where the scraps of knowledge that remained were collected, and assembled into the beginnings of what would become our modern world.

Twenty Thousand Years Ago, the world had only one continent, and magic was the high technology of society. In those days, every possible spell that could be cast was codified, every use that magic could be put to was in regular production, and the quality of life for even the lowest of individuals was a life of health and fulfillment. The whole of the land was under the rule of a single emperor who led his people with wisdom and enlightenment.

The forces of hell had been engaged and defeated, locked away into the underworld and bound with a set of laws and commandments that kept humanity safe from their influence. The beings from the stars would have nothing to do with this world of enlightenment, because humanity was too well defended and too capable.

Of course, this state of existence would not be tolerated. Jealous disciples of the emperor plotted his downfall, and when they finally betrayed him, the magic that killed him broke the continent and changed the face of the Earth. The map of the Earth we are now familiar with took all of fifteen minutes to take shape, in a cataclysm that killed billions of people. The spell of assassination was so potent that it drained most of the magical energy available on the Earth.

The cataclysm immediately robbed mankind of not only its benevolent ruler, but also of their longevity, their buildings and art, and their community. Separated from one another, the ragged survivors struggled to survive, having very little energy to put into keeping records. Over thousands of years of simply trying to survive and rebuild a shadow of the life they once had, they forgot the grandeur of the civilization of the single continent. They forgot the emperor, and without enough magical energy to cast the spells they might have remembered, they forgot magic. This was a true dark age, and time erased the glory of the world that once was from the minds of almost everyone.

But the betrayers remembered. So did the demons and monsters that had been locked away.

## The Boring Part in the Middle

History isn't much different than you may have been taught, from that point on. Civilizations rise and fall, humanity spreads across the face of the planet, art and science become the tools of enlightenment, yadda yadda yadda.

The part that you won't have learned is that the bloodlines of the betrayers carried the knowledge of magic and higher civilization. They taught the most basic of secrets to small groups of disciples to keep magic alive, but the majority of the mighty spells of yore were lost. Secret societies held these base bits of magical knowledge throughout the ages, and small cabals of mages



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studied these secrets and slowly, ever so slowly, redeveloped the disciplines of magic. Whether they were called heretics, priests, hermits, monks, witches, warlocks, eccentrics, or mad geniuses, they were the caretakers of the laws for changing the state of the universe through the force of will.

These caretakers kept their notes in the form of grimoires, books of magical spells and technique. While many of the original tomes became lost to time, reprints, translations, re-translations, and reprinted retranslated reprints will carry this knowledge forward.

During this period of history, aliens from beyond the stars begin to revisit the earth, and begin a process of selectively abducting humans for study. Fearing that a full-scale invasion would re-awaken the terrifying time of might and magic, they keep their abductions mysterious, random, and occasional. When they return humans (about half of the time), they are so confused and upset by the abduction that most other humans consider them to be insane.

## Y2K and Onward

There was really nothing metaphysical about the turning of the second millennium. It wasn't a huge conjunction of the stars or planets, it wasn't a day of occult significance, it wasn't even a day that a grand conspiracy decided to take over humanity.

The year 2000 was simply the point at which human greed completely outstripped human ethics and morality. It didn't help that there was a great public hysteria about a world-wide computer crash which never happened. Corporations were formed specifically for capitalizing on that hysteria, some of them even working to bring more panic and terror to the world so that they could drive their profits up.

In the boardrooms and corporate chat rooms of that year, decisions were made. People didn't matter, and would never matter to them again. No amount of other people's pain and suffering was worth missing out on profit. In fact, pain and suffering became the path to bigger profits than ever before.

"There are so many people, now… who's going to miss a few?" is the rationale. The very few at the top of the corporations begin to prey on the people under them. It gets very bad, very fast.

Occasionally, a CEO is caught feeding on the incomes of his employees. When they are, they usually receive a slap on the wrist and an admonition not to do it again. It becomes more and more obvious that laws are for people who aren't rich. The rare CEO who is not only caught but fully prosecuted simply fake their death, and continue to reap the suffering of the "little people" under an assumed name.

Not content to feed off of the suffering of their own people, corporations seek to put politicians in office that are friendly to their policies of rapine and social vampirism. National sovreignity becomes another victim of human greed, and full scale wars break out, feeding the corporations but not the society.



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The pursuit of politics becomes nothing more than the pursuit of more money. Governments that purport to represent their populace become, rather obviously, nothing more than clubs for rich people who want to become richer.

The public is kept in fear, with the help of the media, and the rampaging corporations begin to use that fear to force more and more expensive medications onto the terrified populace. Many of these medications turn out to be nothing more than tests for future generations of pharmaceuticals. With this massive test bed, medical technology begins to advance, but only the wealthy see the benefits.

Combined with the large number of grievously wounded veterans of the nearly constant warfare, medical technology takes quantum leaps. The man on the street has almost no way of knowing that nearly perfect prosthetic replacement is becoming a way of life for the rich. Circuitry can be printed on human tissue, and man and machine can become one, for the right price.

Where there is fear, the corporations profit. Where there is pain, the corporations profit. Where there is death, the corporations profit. The corporations know this, and are not above creating fear, pain, and death to enhance those profits.

That's not all that the new millennia brought with it, though. Not nearly all.

Almost by coincidence, the secret societies of magic users that have been practicing the snippets of the betrayer's art for thousands of years finally stumble across the laws and commandments by which the demons of the underworld have been held in their place. With a limited understanding of the laws, a small group of diabolists attempt to summon and bind a demon to their will. They thought that if they could command the demon, they could regain the secrets of magic and gain vast power and wealth.

They were wrong.

Rather than summon a single demon, they broke the laws that held all demons in place. The forces of hell regained their ability to visit humanity, and the climate of corporate greed and human suffering they found was the perfect breeding ground. Humans had once been their cattle and prey, and now, they would be once again.

With the world approaching a population of ten billion, it was like an all-you-can-eat buffet had opened.

"There are so many people, now… who's going to miss a few?" they realized. They began a process of slowly infiltrating the human world. They gave miniscule secrets of magic to certain mages in exchange for promises of souls and infernal service. They began to influence the weak-willed and small-minded, starting cults and more secret societies.

They realized that if they flooded the world with fire and terror, they would expend the supply of humans far too quickly. Worse, humans had defeated them once before in open warfare. Working quietly from the shadows, the humans might be conquered before they ever knew, as a race, they were being hunted.

The demons brought greater magical knowledge into the world, but always for a price. They could consume human flesh for sustenance, but just as nourishing was human suffering. The demons can feed just as easily off of terror and agony as on meat, and those meals can last for decades. The magic that demons bring to mankind is magic that will bring about fear and pain.

In the shadows of society, in every nation, in every city on earth, demons hide. They occasionally take a human or two, when they stumble into the wrong place at the wrong time. Those humans taken directly by the demons are generally tortured for as long as possible to produce a feast of suffering for the demons in the area. Some tortures are subtle emotional manipulation, some are acts of mutilation and degradation that would turn the stomach of the Marquis de' Sade.

Every year, hundreds of thousands of people go missing… simply missing. No trace of them, no clues, no sign of foul play, just missing. No one knows how many homeless people vanish from the streets in a year. No small amount of these people are feeding demons as we speak.



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Demons also congregate where war or poverty create pain and fear on a grand scale. Battlefields and ghettos, war zones and women's shelters, they go to subtly increase the suffering, and feed.

Where there is fear, the demons feed. Where there is pain, the demons feed. Where there is death, the demons feed. The demons are not above creating fear, pain, and death to supplement their feeding.

As the greed of the corporations and the hunger of the demons caused the state of the Earth to descend, the aliens from beyond the stars took note, and stepped up their operations.

No longer content to abduct the occasional trailer-park denizen from a deserted road at midnight once in a blue moon, they quietly landed stealth-craft in isolated places, and dug in. They built bases on Earth, and began their plans to slowly harvest humanity.

A single human being is a storehouse of chemicals, at its basest level. Reduced to its chemical components, a human body provides materials that any alien race might find valuable. Oh, to be sure, the same chemicals can be mined from the crust of the Earth, but that's not nearly so convenient. Human bodies are much easier to acquire than mined ore, are much easier to process, and for some alien races, they're so much more *fun*!

While living, a human body is a factory, a living laboratory where unique chemical processes are constantly happening. Human metabolism can transmute base materials, create and transform sugars, turn minerals into electrical impulses, and even replicate long chain polymers. Human bodies produce chemical reactions that are found nowhere else in nature, on Earth or elsewhere. Oh, you can get some of these processes from animals or even plants, but the key reactions necessary for sentient thought and emotion exist only in the human nervous system. Could alien races replicate these processes in a laboratory? Yes, but why, when they're available right here, in self-mobile packages?

"There are so many people, now… who's going to miss a few?" considered the aliens. Nearly ten billion humans, and more being bred all the time. A population that continues to increase, that continues to breed beyond its means. Alien races who use human beings for their own means have decided that it is time to begin the harvest.

Like the demons, the aliens realize that a full scale incursion would trigger a dangerous reaction from humanity. Long ago, humans were something to be feared and desired at the same time. Now, they are ready to be picked up, processed, packaged, and shipped off as food, medicine, recreational products, even furniture.

Again, people disappear all the time. Hundreds of thousands of people a year. Homeless people off the streets. Runaways. Military personnel, lost in the system. Refugees from war zones. The aliens who are harvesting the human race are masters of intercepting these people, of offering them a moment of shelter or a scrap of food, and then locking them into their bizarre devices and rendering them into products.

Even human corpses have their uses. When a mortuary hands you an urn full of ashes, you have to take it on faith that those ashes were once your loved one. The body could just as easily find its way into an alien processing plant out in the heart of the desert.

In places where there is fear, the aliens can harvest. In places where there is pain, the aliens can harvest. In places where there is death, the aliens can harvest. The aliens are not above enhancing fear, pain, and death to increase their harvest.

If it's sounding bad, it gets worse.

Some corporations have magic users on their payroll. Some of them have even contacted demons, or been contacted by demons. The corporations are not necessarily at cross purposes with the demons, and so they can work together, furthering human greed and demon feeding.

Some corporations have contacted aliens, or have been contacted by aliens. The corporations are not necessarily at cross purposes with the aliens, and so they can work together, furthering human greed and alien harvesting.



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Some Demons have contacted aliens, or been contacted by aliens. The demons and the aliens are not necessarily at cross purposes, and so they can work together, furthering demon hunger and alien harvesting.

There are even rumors of organizations of humans, demons, and aliens all working together as one. Some say that what was once known as the Illuminati is now an all-reaching fist of darkness closing around the Earth, in the grip of every evil influence that seeks to reduce humanity to profit, food, and product.

The state of the world of *Hot Chicks* is grim indeed. Fortunately, the darkest times bring forth the greatest heroes.

That would be you.

## Supernatural and Unusual Abilities

There are a number of unusual factors present on the Earth of 2015 that should probably be addressed. There are people out there who can do things that can't be explained by science or common sense. Some of these people are out to cause as much harm and destruction as possible, and some of them are Player Characters. Hopefully, these aren't the same people, but you never know, do you?

## Martial Arts

*"In Japan, the hand can be used like a knife."*
-Ginsu commercial

Training the body and the mind into a more effective tool for warfare is a centuries-old discipline. It is done in many different ways in many different schools, all over the Earth. From breaking boards and walking on rice paper to beating up nine guys at a time and putting one's fist *all the way through* a Nazi biker, these skills display a power that supercedes the mere physical and takes the practitioner to a spiritual level of mastery.

Up until quite recently, a student could go to a single school and master a single style and consider themselves proficient. A revolution in the martial arts, started by Bruce Lee in the 1970's, brought about the concept that learning a single school was only a good start. Practitioners of *Jeet Kun Do*, "The Way of the Intercepting Fist" (as taught by Bruce Lee) learned to adapt a large number of disciplines into a single, personal form of combat.

The sports world and the military picked up on the concept of "mixed martial arts" at about the same time. Training in the martial arts became more a matter of mastering basics (such as the Hand to Hand and Grappling skills) and then finding out which techniques work best for that particular fighter.

Secret techniques taught only in remote monastery schools leaked into the world of street fighting as masters of multiple disciplines became involved in the war for the future and destiny of mankind. The mythical martial artist who could walk up walls and kill from across a room started walking into seedy bars all across the world and whuppin' people's asses.

Conventional wisdom had centuries to inform people that "a martial artist is only using tricks to make you think they can accomplish amazing feats – they are subject to the laws of physics just like anyone else." Conventional wisdom had a few lessons coming to it.

Martial Artists can draw upon their famed inner strength, or "Chi," to actually defy physical laws. Enduring more stress and damage than other hu-



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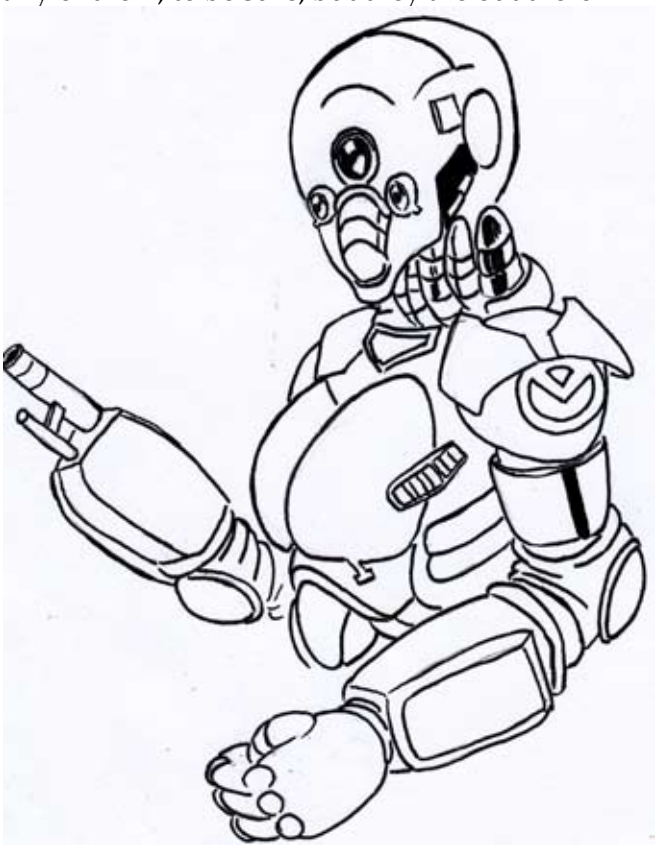
mans beings could was only the start. Breaking boards? Child's play. A properly trained Martial Artist is a master of their environment and situation.

Most world governments teach some form of mixed martial art to their troops during basic training. More advanced training is given to Special Forces or to members of national Law Enforcement organizations. This training rarely includes the more "cinematic" and physics-defying skills, but a good martial artist is always trying to expand their skills.

# Cybernetics

There are people out there with metal and wires under their skin. They are the recipients of advanced technology that gives them superhuman abilities. There aren't many of them, to be sure, but they are out there.



Corporations solved the man/machine interface problem in 2005, and have had a full decade to play with it. Flawless prosthetics that answer to nerve impulses just like the original limb are available, if you know the right people. With the right corporate connections, you can have hardware installed on the inside of your skull or along your spinal column, and blades can spring from your fingers at will.

With the world in a state of nearly perpetual war, the number of veterans with advanced cybernetic replacements is growing every year. If a soldier has a lost limb or organ replaced with a prosthetic that is as good, or better, than the original, they can be sent back into action. Charged with keeping the nature of their prosthetics a secret, these veterans come home with abilities that they never dreamed of before.

Corporate security teams regularly have some level of cybernetic enhancements. Cyberware is common at the higher levels of corporate operatives and officials. Executives can prolong their lives by a ridiculous amount by replacing a worn-out heart or lung at need.

The average citizen on the street has no idea what is actually capable with modern medical technology. When they lose an arm or a leg to an industrial accident or a car crash they receive a replacement that looks somewhat like their original limb and has a little bit of its function, never knowing that a nearly perfect (or better!) replacement is just downtown in a skyscraper.

Making sure their Cyberware is in good repair and properly maintained can be a big problem, especially if they want to break ties with their Corporate sponsors. Many Cyborgs become proficient in maintaining their own equipment, or they find a skilled technician they can go to. There are even rumors of an organization that will help them out just for being a Cyborg.

Governments have their own Cyborg hit teams, but local law enforcement is generally clueless about the nature of cybernetics. Faced with some guy with a gun built into his arm that can bounce small arms fire off of his chest, local Police Departments are just as likely as not to call in S.W.A.T. and let heavy ordnance sort it out.

Though they may possess some spectacular powers, Cyborgs in general need to operate subtly, or not at all.

# Psionics

It is a given that every major government knows that Psionics are real, and that there are people who can use them. The American and Soviet governments experimented with astral projection, distance viewing, even telepathy and telekinesis since the 1950's. As far as the public knows, these experiments failed to produce results, and the experiments were dropped.

The truth is, the experiments frightened the hell out of



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the people running them. The Psionic cold war was almost as terrifying as the Nuclear one, but it was much quieter and secrecy was maintained beyond all reasonable levels. It is entirely possible that the Nuclear cold war was conducted entirely as a cover for the Psionic one!

Both sides developed agents who could sit in a room and look into the most secret places of the enemy, read the minds at the highest levels of the chains of command, even kill with untraceable bullets of pure telekinetic force. Agents who were known psionicists were tagged "shoot on sight" by the other side, and when they even began to think of defecting, were tagged as "shoot on sight" by their own people.

Programs for controlling psionic agents were implemented; brainwashing techniques that were considered barbaric well before the Geneva Convention were employed to ensure that each country's own agents would not and could not turn.

Because genuine psionicists were so rare, governments recruited them without concern for any of their rights or liberties. In the countries that made no effort to hide the fact that they cared little for their citizen's rights, this was taken as a matter of course. In countries that attempted to portray themselves as bastions of truth and justice, the practice was done with ever more secretive and clandestine methods. Whole school buses of children were lost in crashes or fires, just so that one "talented" youth could be spirited away without suspicion.

In 2015, governments still maintain cadres of psionic agents, but they are extremely careful how they use them. There is a third player out there, someone who looks after and protects Psis. Sending psionic agents out after this organization has proved counterproductive – the agents somehow manage to break their conditioning and go missing, and often return to wreak havoc on the governments that tortured and controlled them.

A psionicist has to be very careful not to get too flashy, but at the same time, the people that hunt them have to be careful, because there is someone out there looking after them that no one can name or locate.

## Magic

People who know that magic exists, and who can wield its power, have been walking the halls of power for as long as there have been halls of power. In the past, it has been kept extremely subtle – mages themselves instituted witch hunts to eliminate people who lacked the requisite subtlety to keep the secrets of magic safe.

In 2015, the cat isn't entirely out the bag… yet. Demons roam the earth, passing out magical secrets in exchange for souls and influence. If someone looks hard enough, they can find real magical resources, and learn real magical spells. Of course, without the innate talent for magic (i.e. the "Spell Slinger" merit), all of the magic books in the world are just a library. There are rumors out there that certain demons can bestow that merit, however. For whatever reason, the gift for using magic is ten times more common in 2015 than it was in the year 1915.

Major governments know that magic exists. Many governments incorporate occult symbols into their own



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logos and even on their currency. Only a very few of the world's governments police magic use, however. It would be very embarrassing to dispatch agents who are empowered to take down users of black magic only to find them arresting half of a legislative branch. Secret mages within a government may have their own little organizations, perhaps just a few apprentices or a heavy hitter or two. They will rely on these groups, commonly known as "Hands," to deal with magical crimes or interference with their own operations.

With the presence of magic comes the presence of magical creatures. Demons are the first example of these – magic is the demon's life's blood, currency, and bargaining strength. One reason that demons teach magic to mortals is that the more magic gets thrown around in a given area, the stronger the area's magic becomes. When an area's magic becomes stronger, one starts to see other creatures of magic appear – zombies, vampires, faeries, leprechauns and cat-people are only a few examples.

Finding magical resources can be easy, if you're not picky about where they come from. Every city has some *place* where demons can be found, whether it's an abandoned church or a really hot nightclub. If you ask a demon for magical resources, you'll almost certainly get them if you're willing to pay the necessary price. It might be your immortal soul, if your soul is worth anything. It might be someone else's soul, or maybe even just the right amount of cash. These deals are never as good as they seem, even if you're getting a really cool spell out of it.

Finding more pure sources of magic can be quite difficult. There are covens of mages out there who protect their secrets very jealously. There are individual mages who may be willing to teach a suitable apprentice, and even collectors of antique books who may not know what they have in their hands (but who know it ought to be very expensive). The Occult and/or Streetwise skills can be useful in locating these resources.

Though magic is an ancient art, some of its applications are only now being rediscovered. There's no telling what a properly enterprising mage might be able to accomplish..

# Super Powers

*"Don't make me walk through this wall and kick your ass."*
-Daniel Grigori, a.k.a. The Ghost

Look! Up in the sky! It's some guy in a cape being chased by F-22s! Ow… that's gonna leave a mark!

With the advent of alien technology on the Earth, it came to pass that some humans were given abilities far beyond those of mortal man. Some of them received special abilities through experimentation, others by accidentally being exposed to alien technology. For whatever reason, these people found that they could pass on these traits to offspring. The abilities had become the property of a small portion of the Earth's population, and that portion was ready to fight back against the aliens.

Some of the super powers that have entered the gene pool have some sort of scientific explanation., such as mental control of gravitons, or the ability to produce analogs to animal proteins such as spider silk or chitin. Some powers have no rational explanation whatsoever, but they seem to work just fine.

Some governments have managed to round up a few "talented" individuals and use them for special missions and security. Most other governments have "dissect on sight" orders for special individuals, hoping to glean the alien technology that manufactured them. For this reason, people with super powers tend to use them in a subtle fashion, and at that, only when absolutely necessary.



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Brightly colored spandex and long flowing capes are a sure way to get one's self chased by multinational forces with high-tech weaponry. The cautious "Super" dresses in civilian casual or the like, and plies their trade in the shadows. If they've just GOT to fly up to a crashing jetliner and help it land safely, they are sure not to hang around for their "Thank you, masked man!" and instead hightail it to a place of safety.

Aliens, of course, want their technology back. They will hunt people with super powers with extreme prejudice, hoping to take back what they feel is their property.

Super powers can be a lot of fun, but they carry a high cost. These powers must be used cautiously and subtly, or all manner of hell is waiting to come down on the Super's head.

## Cybernetics, Magic, and Psionics

For reasons that are not well understood, the installation of Cyberware into an individual makes it impossible for them to use Magic or Psionics. It may be that the core essence of a human is fundamentally altered once they begin the process of becoming a machine, or the flow of electricity within the body may interfere with more metaphysical energies. For whatever reason, once a character has the "Cyber Enhanced" merit, they may not have either the "Mind of Power" or "Spell Slinger" merits as well.

This can be put to cruel use, implanting Cyberware into a psionicist or mage to deny them access to their powers. It is one way that corporations have of dealing with enemies with paranormal abilities. It has also happened accidentally, when an unconscious psionicist or mage has been given life-saving surgery to replace a limb or organ with a cybernetic prosthetic, only to awaken unable to use their greater powers.

The process is reversible. Removing ALL Cyberware from an individual and buying off the "Cyber Enhanced" merit as though it were a flaw ( a cost of $30,000, representing therapy and materials for meditation and re-acclimating one's self to one's natural body) will allow a character to use their "Mind of Power" or "Spell Slinger" merits, or to purchase them if they do not already have them.

There are rumors, of course, that there are special merits out there that would allow someone to have both "Cyber Enhanced" AND "Mind of Power," or "Cyber Enhanced" AND "Spell Slinger." There may even be some way for one to possess all three merits – but that would not only be tremendously expensive, it would also make the individual who possessed them an extremely frightening person.

## The Major Players

In 2015, the Earth is still recognizable as the same Earth of 2008, but the advancement of time has altered the face of some of the organizations and factions that shape the world that the players must contend with.

Here are a few examples of some of the major players on the World scene. Some might factor into a Player Character's back story either as patron, ally, or nemesis. Some might be encounterd as Player Characters move about the world trying to make a difference. Some of them might even shoot back.

## Governments of the World

One would think that in a world where magic, psionics, ultra high technology and the reality of demons from hell and aliens from space are threatening humanity, the varying governments of the Earth could pull together as one to protect their citizens. At the very least, one would think that the governments would strive to keep their citizens informed about the dangers they faced, so that they could be prepared to defend themselves.

One would think that, but one would be tragically wrong.



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Regardless of the form of government, whether it be a Democracy, a Monarchy, a dictatorship, or what have you, all governments have a single critical flaw. They are all made up of people. Eventually, no matter how pure the intention in the formation of a government, power corrupts, and the governments come to be run for the sake of the government itself, rather than its people.

Even if the government goes through all of the paces of appearing to be a representative government that puts the safety of its citizens first, they will conceal the most dangerous elements of the world from their populace for as long as possible, to "prevent a public panic," "protect the people from dangerous information," or to "keep the suckers in the dark so we can control them more effectively."

The governments and political structures of 2015 are very similar to those of 2008, but they have dropped a lot of pretense. Democracies are controlled by special interest groups (mostly corporate) who offer financial compensation to government officials in exchange for votes and legislation that favors them over the public good. It never appears in the news (as the media is simply another group of corporations), but everyone knows it happens.

Elections are still held, but there is no longer any pretense that the majority actually chooses their leadership. The elections are huge media circuses where the outcome can be seen months in advance, but people still watch them to see the verbal blood and gore.

Rather, people "vote" by which products and services they choose to purchase. Corporations with better consumer bases tend to have greater pull in the government, so people tend to buy the products of the corporations they least mind having a say in legislature.

Dictatorships aren't much better – the dictator with better corporate backing is generally the one that wins the *coup*.

Notable exceptions to corporate rule exist primarily in the Middle East, where a select few wily and shrewd individuals control the governments and populace by selectively teaching religious doctrine that supports their views and desires.

With the world embroiled in seemingly endless war, it has been theorized that there are a group of secret masters presiding over the operation of all governments, seeing to it that there is a perpetual state of profitable conflict. The longer the world is in a state of combat, the more civil rights can be denied to citizens even in democracies, and the more profit can be had by corporations supplying the machinery and supplies of war to the governments that continue to wage it.

It is important to note that most major religions are in the same boat. They don't want to inform the faithful that there are actual demons roaming the earth, because there really isn't a lot that they can do about it. They hold a certain amount of control over the people worshipping at their church, and make financial gain from these people.

The people of the world turn to the church as well as their governments in these dark times more than ever. "We pay taxes for protection," they cry. "We put our faith in you so that you can protect our souls," they



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claim. "Our children are being consumed by monsters and our wives and sisters are being despoiled by demons," say a precious few. "What are you going to do about it?" they ask.

"Your call is very important to us," says the government and the church. "Please stay on the line, and we will take your call as soon as an operator becomes available," they assure. "Your call will be answered in the order received," they soothe.

People at the highest level of most governments are well aware that there is a war being fought for mankind's future and destiny. They are in the pockets of the corporations, hoping to make as much profit as possible while they are in positions of power, and then planning on hiding away until the Earth has been processed down to cinders. There are plenty of other worlds out there to build mansions on.

Government agencies are also aware of the war, at their highest levels. As you move lower on the organizational chart, this knowledge becomes more and more limited, until you reach the field agents who have no idea that there are real demons and aliens out there.

A talented field agent might find the first signs that the supernatural wanders the earth, and if they aren't too attached to their job, they might even follow it. This would be very dangerous for them, however… their higher-ups aren't interested in having informed subordinates.

Law enforcement at the local level may be completely clueless, they may have secret divisions dedicated to dealing with the supernatural, or they may even be heavily infiltrated by the enemies of humanity. One never knows until they start to dig, and by then, it may be too late.

There may be individuals in any given government who are trying to work in humanity's favor; after all, people are people, and there are good ones as well as bad ones. The good ones are, however, few and far between, and one can simply not rely on higher organizations to come and save one's butt while one is being eaten by a demon lord.

## Project Demna

The psionic cold war created a large population of disaffected psionicists on every side. When things seemed to be darkest for these people, *someone* stepped in. Suddenly, there was an organization that was dedicated to protecting the rights of people with psionic powers, and they were *pissed.*

Suddenly, the psionic recruiting programs of democratic countries became not only humane but cordial. Rather than clandestine "bag and snatch" operations, people with psionic potential were approached by friendly, professional people, given comfortable testing, and offered a variety of options in training and placement.

In the halls of power, this organization was referred to only as "The Project" for several decades. The exact nature of their influence was never entirely clear, but it was apparent that they had access to extremely powerful psychic powers, and they weren't afraid to use them. In the early 2000's, they went semi-public as "Project Demna." To the casual observer, they're a fringe research group. To people in the know, they are a political power in their own right.

While they have little power in countries without



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democratic rule, they will occasionally send talented individuals or small groups on "fact-finding tours," attempting to locate enslaved psionicists and offer them escape and asylum.

People do not generally find Project Demna – Project Demna finds them. A psionicist who is being forced to use their talents without regard for their safety or health may suddenly find an attractive woman in a smart suit is helping them out of a bad situation, or that a group of men in professional attire is standing between them and the people enslaving them. Agents of Project Demna take their responsibilities VERY seriously, and they appear to have enough legal backing to not have to worry about law enforcement butting in.

A good number of rescued psionicists end up working for Project Demna, but a large percentage of them find themselves working in accommodating government positions, comfortable private sector jobs, or even set up as freelancers. Project Demna is dedicated to one ideal above all others – people with psionic talent (i.e. the "Mind of Power" merit) must have the ability to choose their own path and destiny.

There are offices for Project Demna in many major cities in a number of countries. Unless someone knows what they are looking at (a successful roll on Intelligence or Perception plus Parapsychology), these offices appear to be nothing but the location of a research group. The true nature of Project Demna remains a mystery to the vast majority.

As to what, exactly, a "Demna" is, no one seems to know. At least, no one who is talking...

# Nth Degree

Humanity is evolving, in divergent paths that no one can yet fully predict. Nth Degree is an organization founded on the concept that the fastest and most obvious path of human evolution is for mankind to become one with their technology; man and machine in one body.

Founded by a mysterious figure who calls himself "The Smith," Nth Degree is THE black market for Cyberware. Not only do they produce the highest-tech and most reliable software on the planet, they have a team of doctors and mobile hospitals that can perform just about any cybernetic surgery within a few hours, and put the patient on the road to recovery.

Of course, it is possible to get Cyberware from other sources, such as corporations looking for guinea pigs or experimental military procedures. Nth Degree doesn't care where the cybernetics came from – if you're a cyborg, then Nth Degree wants to help you. They can turn your cold, hard cash into new 'ware, or even turn salvaged 'ware into cold, hard cash.

There is no central location for Nth Degree – they have a network rather than an office. A cyborg wishing to contact Nth Degree can locate them on the web if they look hard enough (a roll of Perception plus Computers, with a penalty of -3). Even people wishing to become Cyborgs can locate them, but heaven help you if you're just trying to track them down so you can investigate them or attempt to eliminate them.

Nth Degree is staffed by volunteers, all of whom are Cyborgs. Attempts to track them down for any reason other than receiving cybernetics or receiving help with living with Cyberware are usually met by a strike force, albeit a polite one.

What Nth Degree asks for, in return for their help, is that the cyborg occasionally gives Nth Degree a volunteer service, whether it's helping out on a corporate raid or assistance transporting sensitive materials across state lines.

Nth Degree considers itself above the law, because



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there is, as yet, no legislation that addresses the concerns of the up-and-coming Cyborg race. Many members of Nth Degree have the "Wanted" flaw – they are mavericks in a world that fears them.

## The Ministry

Magic is real. There are people who know how to throw fire and lightning, and who can create barriers and bend the laws or reality with their will and a few hard to remember words. When a mage decides that the law no longer applies to them, and they begin to use their magic to commit crimes, they may fall under the attention of The Ministry.

Formed by the mysterious figure Baron Ichabod Darksmoke in 1901, The Ministry is ostensibly an office of the British Government. It is the only known body that polices the world's mages (although there are most certainly a number of other unofficial organizations that do so). They have a large amount of resources and a huge volume of personnel, but it is simply not possible for them to be everywhere.

Outside of Britain, they have no official legal jurisdiction, and they try not to flash badges or ID even inside the British Isles. More shadowy than MI-5, The Ministry relies heavily on secrecy and cloaks their activities in clandestine operation. Careless mages may receive a stern warning, a threat, or even a sharp dagger in their sleep.

Every member of The Ministry answers directly to Baron Darksmoke, and Baron Darksmoke answers only to England's monarch, bypassing parliament or any other legal body. It is possible that they have been used for purposes other than strictly policing magic use, but no one is talking.

Even with their large staff, The Ministry is constantly stretched to its limits and beyond. The world is a large place, and every day, another demon finds another patsy to tempt with magic. Even with magical resources of their own, The Ministry can only stop so much magical crime, and they usually stick to the big things, like spells that would destroy the magic in a one-mile area for ten thousand years or groups of cultists trying to summon dark gods to snuff out the sun. Magical bank robberies or a mage abducting young women for his own dark purposes tend to slip between the cracks.

One does not contact The Ministry – The Ministry contacts you. Mages who are in the know (a roll on Intelligence plus Occultism or Streetwise) can locate a local Ministry "office" or a contact website, but the chances that someone will pay attention to them is proportional to the size of threat that the contacter is talking about. A magical pickpocket isn't going to draw their attention. A magical weapon of mass destruction is.

## Disciples of the Blade

*Kale walked in to the bar unarmed, and looked around. He saw the curvy redhead in the dark business suit immediately, and smiled. Without waiting for an invitation, he walked to her table and sat across from her.*

*"You have some nerve," she said, not looking up from her laptop. "I should have my boys take you out back and break you up some."*

*Kale shook his head, smile still in place. "That would be ill-advised. I came here to talk."*

*The redhead looked up at him, her green eyes flashing. She took him in with a well-practiced look. The long blonde hair tied back in a pony-tail did nothing to impress her, nor did the stylish goatee. The fact that he was easy on the eyes bought him no points of respect – she had all the pretty men she could ever need.*

*Then she took in the faded scar on his right cheek, and her eyes instinctively darted down to his hands, which rested casually on the table top. On his right hand was a ring that could only be had if one was, or had ever been, an army ranger. That gave her pause; he was now officially the most dangerous man in the room. Then her eyes flicked to his left hand, and widened.*

*On that hand was a ring that she had only ever heard about. The symbol on it, a red "M" with a stylized sword blade through the center, was only whispered about in very high, and very dark, places.*

*"You're a student of Dietrich Mars," she whispered, almost reverently. "I apologize for my manners."*

*"Don't worry about it," said Kale Fleigh, as he flagged down*



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*a waitress. "At least you know what that means, which is going to save you a lot of money on medical expenses for your boys, now isn't it?"*

* * *

For decades, there has been one place on Earth to go if you wanted to truly master the art of the saber. The University of Heidelberg in Germany has long been reputed to turn out some of the finest swordsmen in history. The distinctive mark of a dueling scar on the right cheek is as much of a mark of passage as an indicator that one has been trained under the most exacting and demanding circumstances.

As demanding as the University is, there is another school of the blade in Heidelberg. A man known as Dietrich Mars runs this school, and it teaches far more than just the use of the blade.

A pagan, Dietrich Mars worships a little-known deity called "The Prince of Blades." The Prince is a god of combat, who's mastery of blades extends past the many disciplines of swordsmanship. If a human being can wield it in combat, it falls under the purview of the Prince of Blades. Those who follow him dedicate themselves to becoming true warriors, mastering not only martial skills but also esoteric techniques that seem to break the laws of physics.

While attending the Mars Academy does not automatically make one pagan or re-define their core beliefs, the Prince of Blades is honored in every step of the training. Whether a student sees him as a metaphor for the mastery of the skills of a warrior or as an actual deity is unimportant – it is the teachings of the Prince of Blades that really matters.

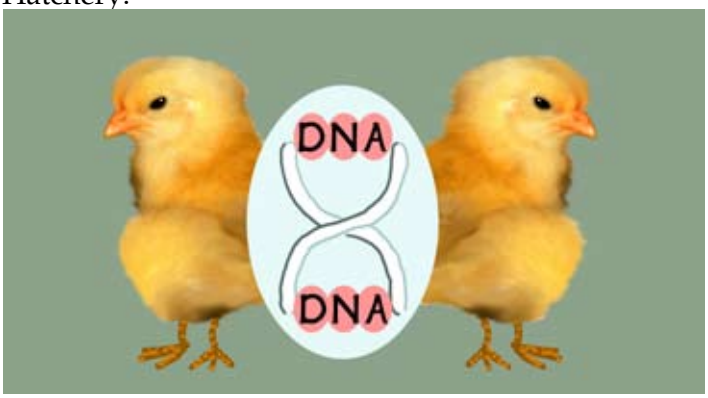
Attendance of the Academy is by invitation only. The staff of the academy is constantly looking out for youth with extraordinary ability, either in schools of the martial arts or who distinguish themselves in service to their community. A member of the staff personally visits each potential attendee, making a profile of their personality and potential. Only those who can dedicate themselves fully to becoming true warriors, and serving the cause of mankind's future, will finally attend.

Students who attend will find, at first, that they acquire the "I Know Kung-Fu" merit (if they do not already have it), as their martial skills are honed to a fine edge. Once they reach that point, they may even acquire the "Superlative" merit. Their skills push them past the bounds of human limitation, and they become capable of feats of truly epic proportions.

It takes four years to pass through the Mars Academy. The Academy is fully accredited, and its academic credits transfer flawlessly with the University of Heidelberg. Not only is the student of the Mars Academy learning the art of the modern warrior, but they are getting their general education requirements as well. Once a student graduates and receives their ring, they have a mark of prestige that is unmatched. Not many people will know what that red "M" means, but those who do will have an automatic respect for the ring-wearer.

## The Hatchery

Even in the highest corporate circles, it is rarely spoken of. People prefer to think that places like this do not exist. Every so often, though, someone *needs* "The Hatchery."




Human cloning is still banned by law in most civilized countries. Creating human tissue in a laboratory is one of the last taboos of a society in moral decay; even if it could save countless lives, it would also serve to devalue the very meaning of being a human. When asked if they would ever consider cloning as a solution to medical problems, most corporate heads would shake



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their heads and declare loudly that there are lines that they won't cross.

Then they become ill. A CEO develops inoperable cancer, or the chairman of a corporate board has a child become involved in a brutal accident. People are, after all, fragile and temporary things. Then, the corporate heads that shouted so loudly that there are lines they will not cross start looking across the line – and The Hatchery is already there, looking back at them.

While many corporations and most governments walked away from the science of human cloning, The Hatchery was wallowing in it, perfecting the technology with a frightening pace of development. Their laboratories and corporate facilities are common targets of raids by government agencies in every country where they operate, but they somehow always have a way out. A combination of high tech security, hidden operations, and brutally effective legal representation keeps The Hatchery's laboratories going.

Cloning a human being, in part or in whole, is no trouble for The Hatchery. From a single DNA sample, they can produce a viable clone, and mature it to any point desired within a disturbingly short time. Most often, such clones are used for spare parts, being vivisected to provide transplant organs, tissues, even blood for the DNA donor. No one asks if the clones have thoughts or feelings, because no one really wants to know.

There is some question as to exactly how The Hatchery has been able to develop their clone technology so very quickly and make so many breakthroughs. Their answer, when they can be found to be asked, is "courage." They claim that having the courage to fight for the right to perform research without the restrictions of international law and puritan morality has allowed them to develop the technology that may, in fact, allow the human race to prolong the length and quality of life.

Others claim that the only way they could have gone so far, so fast, is unrestricted use of human test subjects in their development phase.

Finding a laboratory of The Hatchery could be a good thing, if the person who finds it is looking for the advantages that can be had from advanced cloning technology. If the person who finds it is looking to interfere with The Hatchery's operations, or happens to be a particularly good subject with exceptional DNA, it could be a bad thing. A bad thing, and the last thing they ever do.

## The Daughters of Wickedness

If the knowledge of magic can be like a drug, the Daughters of Wickedness are dedicated addicts and vicious pushers all at the same time. Born of Aleister Crowley's Order of the Golden Dawn (and some, perhaps, even born of Aleister Crowley himself), the Daughters of Wickedness have adopted all of that order's darkest practices, and taken them to their furthest extremes – limits which they push and expand daily.

This organization, which is very small but very widespread, has a very simple goal; Know More Magic. In everything that they do, in the way they live and work, in the way they eat, sleep, and even breathe, they dedicate themselves to doing whatever it takes to find and learn more secrets of magic.

People in the know understand that this group is not only extremely dangerous, but very useful. Because they are always looking for resources to use in acquiring magic, they can be hired to practice black magic on one's behalf. That is, if you can find them.

Secretive and ruthless, the Daughters of Wickedness infiltrate other organizations and even corporations in the hopes of finding forbidden tomes and dangerous secrets. Magical knowledge equals prestige to these dark witches, and ascension in the ranks of the Daughters is a matter of knowing more spells, and more dangerous spells, than one's sisters in the order.

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There have been attempts to penetrate this organization, to be sure. To date, none have succeeded. There may be only two or three hundred individuals involved in the Daughters of Wickedness. All of them are direct descendants of members of Aleister Crowley's original Order of the Golden Dawn, and they research any new prospects with brutal efficiency. Only people of the proper bloodlines can even hope to gain membership, and even then, the intentions of the prospect must be impure of heart and dedicated to the pursuit of dark magic above all else. Normally, this would be a difficult thing to detect, but with magic, many things are possible.

If one is aware of the presence of the Daughters of Wickedness in the world (a successful roll against the Intelligence stat plus the Occult skill at a penalty of -3 will do), then one knows that this group will do anything that it takes to acquire magical knowledge. Theft, blackmail, murder, and darker crimes are all fair game, so long as it earns another bit of dark knowledge. Members of the Daughters that are higher in the organizational charts are viciously potent arch-mages, possessing spells so powerful and dangerous that there is little they can not accomplish if they set their mind to it.

For the right price, the Daughters of Wickedness will perform services. The price may not always be monetary – it might be the theft of a book, the damning of some souls, or even performance in some ritual. Whatever the price, one can be assured that it is being used to gain dark knowledge.

Dealing with the Daughters has led more than one person to a waking, living journey into Hell itself as a sacrifice. *Caveat Emptor* – "let the buyer beware."

# The Children of Mammon

*"Money don't grow on no money tree. The more you take, the less for me."*

-The Alan Parson's Project, "Money"

For the Children of Mammon, church is a bank, spending is worship, and cold hard cash is a warm and loving god who gives you mansions and turns his back on you in Vegas.

While many people can be said to be worshipping money figuratively, the Children of Mammon actually put on robes and pray to it. A core of extremely wealthy cult leaders gather worshippers from all walks of life with one thing in common.

They want money.

They don't just want money to pay their bills or cover their rent. They want so much money that Mr. Howell from "Gilligan's Island" would have been disgusted by their conspicuous consumption. They want to explore the concept that someone can have enough money, and blow it out of the water. To them, a millionaire is an underachiever, and even the lucky few who win massive lottery jackpots are considered disadvantaged.

"Mammon" is a Biblical term that personifies materialism and greed. The Children of Mammon recognize materialism and greed as natural human drives and work to promote it, mostly to their own monetary ends. The cult operates in many major cities, with the High Priests being the wealthiest and most connected members.

Anyone can join the Children of Mammon, so long as they really, really want money… and lots and lots of it. Greed is the main prerequisite for membership, followed closely by the ability to do whatever it takes to get money. They draw the line at breaking the law of course, until you've been a member for a while.

Membership has all kinds of perks. A member can net-



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work with other like-minded people, often with people who have good social and financial connections. A member has access to libraries of information on financial theory and methods for increasing one's earnings. A member may even be invited to participate in money making opportunities. No matter what walk of life a member comes from, no matter how much money they have at the moment, they can get all of the benefits that the cult has to offer.

Most members are quite aware that there is no such thing as a god named "Mammon," and that what they are involving themselves in is less a church and more a multi-level marketing organization. The fact that most of their "worship meetings" end in fabulously catered parties and perhaps a Roman bacchanal complete with an orgy and a room specifically for vomiting is enough to keep the membership showing up, and the network functioning.

## Omega Thule

Before there was a Nazi party, there was the Thule society. A group of occultists with a firm belief in a black sun at the core of the earth, and a subterranean land from which super beings would one day emerge, their influence was felt as key members of the society aided in the formation of the Socialist party and the rise to power of Adolf Hitler.

When the Socialist party transformed into the Nazi party, a rift formed in the Thule society. Some members felt that the Nazis were perverting the pure occultist focus of the society, while others enthusiastically embraced the Nazi ideals. The Thule society broke with the Nazi party in 1936, but a splinter group of Nazi loyalists remained with the Third Reich. Calling themselves "Omega Thule," they lent considerable occult power to the Nazi war machine.

Though the Third Reich was ultimately defeated, Omega Thule lived on, preserving their pursuit of the Nazi ideal through acquisition of occult power. Today, Omega Thule is one of the more powerful secret societies on Earth, wielding power through corporate fronts, security companies, and cult-like cells of fanatical followers.

Slowly but surely, Omega Thule is building another Reich. Holding firm in their belief in the dark sun at the core of the earth, they desire to bring the super-beings from the underworld to life on earth through the modern science of biogenetics and cybernetics. The concept of the Nazi "Ubermensch" has been preserved like a bad movie about Hitler's brain, and Omega Thule has pioneered more human enhancement research than most governments have.

If someone is looking for black market genetic research, biogenetic enhancement, or Cyberware, there is a good chance that they are dealing, on some level, with Omega Thule. Their corporate holdings are substantial, and completely legitimate. Just because there's a room full of illegal Nazi paraphernalia in the CEOs house doesn't mean that the corporation is doing anything against the law. Of course, the fact that a portion of the corporation's profits are being funneled into human experimentation in third world countries might ruffle some feathers, but those connections are so well hidden that only an exhaustive and unlikely audit will turn up even the vaguest hints of wrong doing.

Someone who pokes into the corporate holdings of Omega Thule too closely might find themselves receiving attention from well-dressed European gentlemen with occult symbols on their socks, or if that proves insufficient, jack-booted thugs in black and silver uniforms with Cyberware under their skin and a fleet of high-class corporate lawyers.

Of course, Omega Thule can always use new recruits, so long as they are like-minded and stand up to magical investigation. They hold true power in a large number of ways, which can make them potent allies or vicious enemies

## The Sinister Left Hand

If someone has millions of dollars to spend, they can become completely secure. They can seal themselves in armored rooms with dozens of guards, in the middle of fortress compounds loaded with cyborg tigers and trap doors, and they can sleep soundly in the sure knowledge that they are completely safe.

If a member of the Sinister Left Hand has been paid to kill them, they will never wake up from that sound



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sleep.
The Sinister Left Hand is an invitation-only organization of "Talented" assassins. To be considered for membership, someone has to be not only a trained killer with a military or paramilitary background, but also possess some merit which gives them special abilities (meaning "Cyber-Enhanced," "I Know Kung-Fu," "Mind of Power," "Spell Slinger," or "Superlative"). Only the very best of the best are given the chance to "audition" for membership.

The "audition" comes in the form of a week long all-expenses-paid vacation to an exotic city, such as Venice, Italy or Hong Kong, during which people will try to kill the prospective member 24/7. To gain membership, not only must the prospective member survive the week, but they must eliminate all of their attackers without attracting the attention of local law enforcement. Less than ten invitations a year are issued, and of those, one might complete the process successfully. Once a member, an assassin has perks and benefits beyond their wildest dreams. Nothing but high-paying jobs, the satisfaction of challenging assignments, technical support, and even training for their more esoteric abilities, regardless of what they are.

The Sinister Left Hand does not contract hits for less than ten million dollars, American money. Hits that require special equipment or preparation can go much higher, as can hits that have to be done on a very limited schedule. To date, the record for the most expensive contract accepted by the Sinister Left Hand is one point five Billion dollars. Most hits run much closer to the ten million mark.

It is extremely difficult to contract the Sinister Left Hand. Finding them requires a roll against the Perception Stat plus the Streetwise skill at a penalty of -10. There is a bonus of +1 for every million dollars spent on bribes and payoffs while trying to find them. Once they are contacted, one must pray that they have a legitimate hit to contract with them, and the money to cover the contract up front. Otherwise, one might find one's self on a week long all-expenses paid trip to an exotic city, like Venice, Italy or Hong Kong.

# Blame Co

*"I didn't do it."*
-Bart Simpson

In a world where corporations are engaging in the wholesale rape and pillage of undeveloped countries, doing illegal medical testing on nuns and orphans and firing babies out of catapults to test the structural integrity of airplane windshields, no one wants to take the blame for what they are doing. That's where Blame Co comes in.

Blame Co is a publicly held company that generates perfect fall guys. They hire failing executives from broken small companies (usually middle managers) and set them up as the CEO of nearly fictitious corporations, which in turn have carefully generated paper trails leading to whatever nefarious activity someone would like to cover up.

Blame Co maintains hundreds of these small companies at any given time, making a fortune off of the tax write offs for bolstering failing companies. In fact, even the dim-witted CEOs of these companies don't know what the companies are supposed to be producing. They are usually given busty and promiscuous secretaries and expensive country-club memberships to distract them from the fact that they are the head of a company that does absolutely nothing but take up space in a building.

When a large corporation starts doing something that they really shouldn't do, they contract with Blame Co to lead all of their necessary but incriminating paperwork through one of these dummy companies. Blame Co then makes a real profit on the dummy company, as the contracted corporation is now paying for all of its expenses as well as a hefty bonus fee. This expense can run as much as five to ten million dollars a year, but it's well worth it.

Should anyone discover the contracting corporation's nefarious activity, whether it be the media, law enforcement, or a party of adventurers, Blame Co goes into ac-



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tion. The CEO of the dummy company is found dead of a drug overdose or pistol shot to the head, next to a suicide note taking full responsibility for the nefarious activity. The paper trail ends at the dummy company, which is then dissolved, and its assets re-assigned to form a new dummy company.

In this way, not only does Blame Co provide the vital public service of allowing large corporations to despoil the future and destiny of mankind with some impunity, but they also provide the vital public service of eliminating middle managers from the gene pool.

It is not hard to find Blame Co if you are trying to hire them. If one tries to investigate Blame Co, one will find that they are the people who INVENTED the dummy paper trail and information double-back.

# The Most Dangerous Group of All

Assassins, evil witches, cyborgs, masters of combat... all of these groups are dangerous, to be sure. There is, however, a group that is so unpredictable... so sheerly random and destructive that they may well be the most dangerous individuals in the entire world.

We are referring, of course, to the Player Characters.

## *The Role of the Player Character in the World of* Hot Chicks

Humanity, for the most part, is helpless. The average person on the street is about five minutes away from being consumed by nothing less than the state of the world in which they live.

There are a few people out there, however, who have more than a snowball's chance in hell of not only surviving this world, but of making a real difference in it. The Earth isn't lost yet, and humanity's soul may yet be redeemed.

Who are these heroes? Well, they come from all walks of life, from all backgrounds. They are men and women who have opened their eyes to the fact that the world is going to hell in a hand basket, and realize that they need to do something about it.

Maybe they used to work at a corporation, and personally saw how the company was profiting from the terror and agony of innocent people. Maybe they were an occultist who was invited to a magic circle, only to find that they were face to face with a demon. Maybe they were abducted by aliens and recovered their memory.

Maybe they were even an average person walking down the street who suddenly realized that all of the news they were seeing was a smoke screen for something much, much worse.

Having realized that a secret was for the future and destiny of humanity is being waged, the player character seeks to get into it. There are no skills that aren't needed, no talents that aren't required. Everyone has something to add to this conflict.

The player character is in danger every minute of the day. While the PC realizes that there are ninjas and monsters around every corner, the ninjas and monsters realize that there is a PC about to show up at any moment. From the moment a PC begins to wage war against the darkness, their lives will never be the same.

Every neighborhood has at least one house where someone is casting dark magics or cutting people apart in the basement. Every city has at least one skyscraper constructed with alien technology where horrific experiments are going on night and day. Every little roadhouse out in the middle of nowhere has an experimental cyborg hanging out and competing in arm wrestling tournaments.

If you've seen a horror movie, an action movie, an action/horror movie, a science fiction movie, a monster movie, or an action/horror science fiction monster movie, it's around here somewhere. Alien monsters stalk the sewers. Robots from the future are hunting down waitresses. Enhanced agents in pressed suits and sunglasses are chasing down leather-wearing hackers across the rooftops and subway stations of huge cities.



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Being heroes in a world that needs them, PCs have two things that the average joe on the street just doesn't have.

The first of these things is Shrugs. A Shrug is one time the character can "Shrug Off" an injury that would incapacitate a normal person. You've all seen the character in a movie who gets shot, yells and grabs his arm, then starts running around with a bandage on his arm as if the wound had never happened. That's someone taking a Shrug.

The other of these things is Risk. Heroes need to be able to take risks that other people will never have to face. Risk is that reward from the Universe for being willing to take up the fight. A PC using Risk is declaring to the universe that they are willing to put themselves on the line, taking the chance that they will never see the light of day again. When you see a character in a movie suddenly gain a boost in how well they fight or how hard they hit, that's a Character using Risk.

Player Characters band together because there is safety in numbers, and because having a varied selection of skills and abilities increases a group's ability to survive. People who become engaged in the war for humanity's future will find their allies among their friends and coworkers, among people they meet in the street and folks that they find themselves back to back with in a bar fight.

A PC could die, fighting this fight. We recommend against that.

## What does a PC do in the world of Hot Chicks?

*"Knowing is half the battle."*

- G.I. Joe

*"The other half of the battle is killing people and taking their land."*

- Kale Fleigh

There are *things* out there that have more stuff than you do. PCs get a limited budget with which to purchase their equipment for waging war on evil and villainy, but there will never be quite enough. So what's a PC to do?

Kill the bad guys, take their stuff, lather, rinse repeat. There may be loftier goals to be had, bigger fish to fry, but at the end of the day, you find bad guys, you beat them like they stole your cookie, you gather up their nice things, and you put them in your house. Some of these things will be used to take out more bad guys, some of these things will be used to increase the PCs personal power, and some of these things will be there so the PC can stand around looking at them, saying "they're MY nice things now, bad guys. Suck it."

Day to day, it's about defeating the enemy and acquiring resources. Some enemies might be tougher, stronger, richer, and more powerful than the PCs. Some will seem like insurmountable obstacles, mountains in the path of the ant. For bad guys like this, the PCs need more stuff.

Attacked by a squad of pirates on motorcycles with uzis? Once you've subtracted the pirates, that's some nice stuff right there. Keep some of it, sell some of it, get better at what you do, and go beat up bigger bad guys.

There will be other things to do, to be sure. There will be interpersonal relationships, personal issues, people to rescue, lives to save. "I promised mom that I'd be home by five for dinner, so we're going to have to polish off these zombies quick!" When fighting a war for the future and destiny of humanity, it is important to remember what, and who, you are fighting for. There



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will be loved ones aplenty, chances to get involved with the opposite sex, and of course there will be day-to-day life.

A PC who is a policeman by day and vigilante by night must still go to work, punch the clock, go write parking tickets, and shower up at the end of their working day. When the other police are going off shift and having a drink, however, the PC is going out, beating up bad guys, and taking their stuff.

We really can't say this enough. Every action movie out there is about beating up bad guys, and occasionally taking their stuff. Oh, there are plot complications and chances for gymnastics, too, but it's all about getting to that fight scene at the end where the bad guy gets beat up.

If the bad guy gets dropped into a tree chipper or tossed onto a table full of running chainsaws, so much the better. Bad guys suck.

So, we could be very lofty and idealistic and say that PCs in *Hot Chicks* are engaging in the salvation of humanity on a daily basis, bringing the basest of human existence into the light of truth and purity. We could say that it's not only a physical battle for mankind's destiny, but also a metaphysical battle in which one's personal demons must be defeated as much as the demons in the shadows. We could say that PCs are engaging in a holy war to bring back an idealized time and ring in a future of peace and wisdom. We could say that, but you're not going to sit around a table and roll dice to do that.

Every character will have their own motivation. They could be in the fight for vengeance, for justice, for the chance to make a difference, maybe even just because it's the right thing to do. They could be motivated by a past tragedy, by the teaching of a mentor, or by the desire to see to it that no one they love comes to harm. Each PC will find their own path to doing what they need to do.

Which is beating up bad guys and taking their stuff.

(This is the reason, by the way, that the combat section in Role Playing games is generally pretty large, while the "going to church" chapters are usually kind of lacking.)



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# HOW DO I DO STUFF?

"So," you may be asking yourself, "with all of this stuff going on, how do I beat up bad guys and take their stuff?"

There will be a more detailed section on the mechanics of combat and task resolution later, but here are a few common questions that people generally have when they start reading a roleplaying game, with basic answers.

## Q: How Do I Roll To Shoot Someone?

Add the character's Dexterity statistic to the appropriate skill – Archaic Ranged Weapons, Handguns, or Long Arms. Add or subtract any bonuses or penalties (most firearms have an Accuracy rating. This is added as a bonus). Roll against this total.

## Q: How Do I Roll To Hit Someone With A Sword?

Add the character's Agility statistic to the character's Melee skill. Add or subtract any bonuses or penalties (most melee weapons have an Accuracy rating – this is added as a bonus. Roll against this total.

## Q: How Do I Roll To Punch Someone?

Add the character's Agility statistic to the character's Hand to Hand skill. Add or subtract any bonuses or penalties. Roll against this total.

## Q: How Do I Use A Skill?

Add the character's appropriate Statistic to the skill you want to roll. This will vary depending on the situation you're in – to see if you're being followed, you



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might roll Perception plus Stealth. To be sneaky yourself, you might roll Agility plus Stealth. The GM will let you know what statistic is most appropriate, but feel free to suggest one yourself. Add or subtract any bonuses or penalties. Roll against this total.

## Q: How Do I Defend Myself?

A character may dodge any incoming attack that they are aware of. To dodge, add the character's Agility statistic to the appropriate skill, usually Acrobatics, Sport, Extreme Sports, or Hand to Hand (feel free to suggest others if you feel they would be appropriate). From this number subtract half of the attack's Margin of Success (rounded up). Roll against this total.

A character may also elect to Parry an incoming attack if it is a melee attack. The Parrying character adds their Agility Stat to the appropriate skill, Hand to Hand or Melee. From this number, they subtract half of the attack's Margin of Success. From this number, subtract half of the attacks' Margin of Success (rounded up). Roll against this total.

Parrying melee attacks (attacks with weapons) barehanded incurs an additional -2 penalty.

## Q: How Do I Do Damage?

Damage is a set number, not one rolled on dice. For Strength-based attacks, damage is equal to the character's Strength statistic plus any levels in the Martial Damage skill, plus bonuses from weapons, if any. For other attacks, damage is listed for the weapon. A small caliber pistol, for instance, does 10 points of damage, while a ridiculously huge pistol would do 20.

## Q: How Do I Take Damage?

Every character has a derived statistic called Damage Resistance (equal to twice their Stamina). Certain armors add to the Damage Resistance. If the incoming attack is a Hand to Hand attack, or a blunt melee weapon, the character's Toughness skill is added to the Damage Resistance.

The amount of incoming damage is subtracted from the Damage Resistance, and this new total is rolled against. (Without armor, it is not uncommon to fail this roll on a regular basis, but a roll of natural 1 will always negate all incoming damage).

If the roll is failed, the character loses one Shrug – they "Shrug off" the damage and can continue acting normally. Some attacks are very large, and may take away more than one Shrug.

Once a character loses all of their Shrugs, a failed Damage Resistance roll will render them Unconscious. If they should continue to take damage past that point, they are in danger of being rendered Dead or even reduced to the dread state known only as "Dead as Hell."

## Q: How Do I Heal?

A character recovers all of their Shrugs in six hours of sleep or deep rest. Some characters also have "Healing Rituals," which is some activity that takes at least half an hour which completely heals the character. This could be as simple as meditating in a zen garden for thirty minutes or as complex as washing the blood out of your mouth and having sex with a replicant.

Aside from these natural healing processes, characters with the Medicine skill and the proper equipment can heal Shrugs for themselves or other players with successful rolls against their Intelligence plus their Medicine skill. There are also magic spells, and psionic disciplines which can heal.

## Q: What Are Common Penalties and Bonuses?

| Situation | Penalty |
|---|---|
| Target has ¼ cover | -1 |
| Target has ½ cover | -2 |
| Target has ¾ cover | -3 |
| Bad lighting (night time out doors) | -1 |
| Horrible lighting (night time in a dark house) | -2 |
| Total Darkness (night time in a cave) | -4 |
| Point blank range | +1 |
| Short Range | -0 |
| Medium Range | -1 |
| Long Range | -2 |
| Maximum Range | -3 |



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A character can get a bonus to attack for one round by "Forsaking Defense." A character who Forsakes Defense can take no defensive action and does not roll to dodge or parry during that round, but gets a +3 to attack on all attacks made during that round.

A character can get a bonus to defend for one round by "Forsaking Attack." A character who Forsakes Attack can make no attacks during that round, but gets a +3 on all defensive rolls during that round.

Weapons with a positive Accuracy statistic add that statistic to all attack rolls made with them as a bonus. Using high quality equipment with skill use gives a bonus from +1 to the very rare +5.

Characters can also get bonuses to attack, defense, and the use of all skills by spending Risk Points – see below.

## Q: How Do I Spend Risk Points?

Glad you asked. Risk is that metaphysical "something" that gives the Player Character a minor edge over the universe. A Character has only so much Risk to spend in any one game session, equal to ten times their Will statistic. Risk can be spent in the following ways.

| Risk Use | Cost |
|---|---|
| +1 to a roll | 3 |
| +2 to a roll | 6 |
| +3 to a roll | 10 |
| +1 to damage | 3 |
| +5 to damage | 6 |
| DOUBLE damage | 10 |
| Heal One Shrug* | 5 |
| Miraculously find vital equipment | 10 |
| Re-Roll a failed roll | 10 |

*once a character has healed one Shrug using Risk, they can not heal another until they have taken more damage.

## Q: How Do I Get Risk Points Back?

All Risk is completely refilled at the beginning of each game session. If you need more Risk before the end of the game, you're going to have to take a chance – the resource IS called "Risk," after all.

As long as the character has One Risk Point left, they can perform a crazy, stupid, amazingly dangerous action WITHOUT THE BENEFIT OF USING ANY RISK POINTS. Whether they succeed or fail, they get back a certain number of Risk points, depending on how dangerous the action was.

If the character performs a dangerous action that might cause them one Shrug of damage if they fail, they will get back 10 Risk points, whether they succeed or fail.

If the character performs a dangerous action that might cause them three Shrugs of damage if they fail, they will get back half of their maximum number of Risk Points, whether they succeed or fail.

If the character performs an amazingly ill-advised, completely stupid action that would cause them five Shrugs of damage if they fail (and one Shrug if they should succeed!), they will get back all of their Risk Points , whether they succeed or fail. This is called a **Refill**, and if one occurs, people around the table should shout "REFILL!" (These moments should be times of great celebration).

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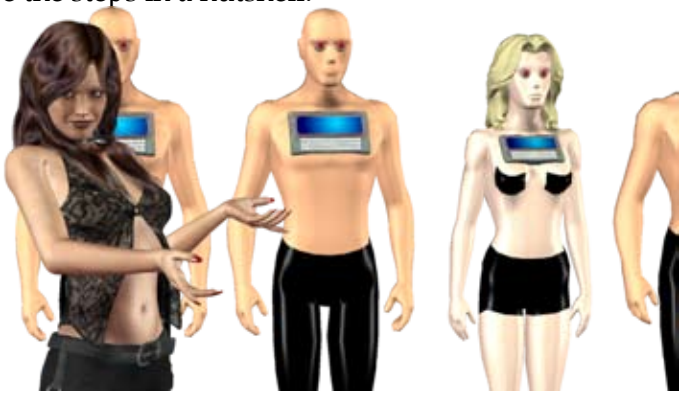
# Q: How Do I Make a Character in Hot Chicks?

This is covered in detail in the next chapter, but here are the steps in a nutshell.



Start by coming up with a character concept. Not every character in Hot Chicks needs to be a hot chick. There are all kinds of people engaged in the war for the future of humanity... women and men, attractive and not.

Once you have a concept, you'll need to roll up some statistics. There are six basic statistics which range from 4 to 10. You'll roll two four-sided dice and add two to the result to get these numbers.

Once you have your basic statistics, you can select five Merits - special abilities that give the character bonuses.

Optionally, you can also add up to five Flaws to the character - character defects that give the character penalties, and make the character more interesting to play. For every Flaw that you add to the character, you can add one additional Merit.

Next, you have forty Skill Points to put into the character's Skills (some Merits may increase this number). At a skill level of zero, the character has had no exposure to or training in a skill, but can still attempt to use it. At a skill level of six, the character is consdered a master of the skill. Six is the maximum level for a skill, unless there is a bonus to the skill from taking a Merit.

Once the character has Statistics, Merits, perhaps some Flaws, and their Skills, it is time to spend the character's Budget. Characters start out with $50,000.00 in cash (some Merits may increase this amount). This can be used to purchase improvements to their Statistics, additional Merits, and training in Skills, for starters. Then there is equipment, and if the character has the right Merits, they might be able to purchase Cyberware, Martial Arts abilities, Magic Spells, Psionic Disciplines, and/or Super Powers.

Once this is all set, calculate the character's secondary statistics, and the character's physical performance.

Come up with a name, and you're ready to go!

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# CHARACTER CREATION

## Concept

The most important part of a Hot Chicks character is the part that never appears on the character sheet. Before you even start rolling dice, you'll want to have some sort of character concept in mind. It doesn't have to be very detailed or fully fleshed out, it just has to be a rough idea of who this character is going to be.

Is the character a hit man for the mob, or a student of ancient sword techniques? Do they have a day job, or do they make all of their money from vigilantism? Do they stay within the law, or are they an edge-driven loner out for vengeance?

If you're getting stuck for concept, sit back and watch a few of your favorite films. This system is designed to help you emulate the qualities of cinematic characters, so pick and choose the things that you like from your favorite movie characters. Ex-military special operative who learned karate from an old man while they were in high school? Not a problem. Hooker with a heart of gold who uses her psychic powers to keep the streets safe at night? It's in here.

Remember that there are a lot of options for special abilities in this game, including martial arts abilities, magical spells, super powers, psionics, even cybernetic enhancement. Let your imagination roam around a little.

Another source of inspiration is a good chat with the Game Master. They probably have some idea of what types of characters would work well in their storyline. They might have a suggestion for you, or some idea of what would work well.

The other players at the table are also a good source of ideas. You might want to make a character to fill a niche in the team. "We've got two guys with mad gun skills, a good driver, and a pastry chef. We probably need a mechanic or technical person."

Also remember that, while you can easily create a "combat monster" character who is capable of shooting the sexual organs off of insects from a mile away, every skill in the game has value, and there are usually a multitude of ways to get around a problem. It never hurts to have good medical skills, stealth, communications, or even cooking and cleaning. It's all good for the fight for the future of humanity.

The most important question you can ask yourself



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when you are coming up with your character concept, however, is "what will I have the most fun with?" At the end of the day, you want to have a good story. What kind of character can you play that you'll connect with, and have a good time with? What will make you yell and jump up from the table when you have a great success or a great failure?

Concept firmly in hand, it's time to put statistics on the sheet.

## Basic Stats

There are six base (primary) statistics. They are

Strength
Stamina
Agility
Dexterity
Intelligence
Perception

**Strength**: This is a measure of the Character's sheer physical power. The higher a Character's strength, the more weight they can lift and carry, and the more damage they can do in melee or hand to hand combat.

**Stamina**: This is a measure of the Character's physical toughness and reserves of endurance. The higher a Character's Stamina, the more damage they can resist, and the more stress they can endure (including mental stress).

**Agility**: This is a measure of the Character's gross motor abilities. It governs "whole body" movement, such as dodging, acrobatics, and martial arts. The higher a Character's agility, the easier it is for them to perform complex acrobatic maneuvers, drive a car, or strike in hand to hand combat.

**Dexterity**: This is a measure of the character's fine motor abilities. It governs movements of the hands and/or fingers, or other extremities, such as lockpicking, marksmanship, or typing. The higher a Character's dexterity, the easier it is for them to fire a gun accurately, perform surgery, or manipulate a lock.

**Intelligence**: This is a measure of the character's aptitude for knowledge and deduction. A character with a higher Intelligence score has a better chance to know an obscure fact, deduce a conclusion from several clues, or understand a puzzle. It also partially governs the character's ability to cope with mental stress.

**Perception**: This is a measure of the character's ability to observe the world around them with their various senses. A character with a higher Perception score can observe a greater amount of details in a smaller amount of time, hear more distinctly and clearly, and touch, taste, and smell more information than characters with low Perception scores. Perception is also a factor in how quickly a Character can react.

For Player Characters, each statistic will range from 4 to 10. NPCs may have statistics lower than 4.

| Stat | Equivalent |
|---|---|
| 1 | Weakling, mentally deficient, sickly, near coma |
| 2 | Average stat of the Preschool student |
| 3 | Considered disadvantaged, unhealthy |
| 4 | Low average, the common man's stat |
| 5 | Average. You perform at a C level |
| 6 | Above average. You are slightly more talented than the people around you. |
| 7 | Considered strong, fast, agile, or intelligent. A cut above. |
| 8 | A true contender, capable of engaging in professional competition. |
| 9. | A superman/woman. Considered to be an example of the statistic. |
| 10 | The peak of human capability, close to perfection. |

There are three methods for determining base statistics, each of which involve rolling two four-sided dice and adding 2 to the total (2d4+2) to generate a number.

**Method One: Generous Statistics –** Method one is to roll three sets of six numbers (18 rolls in all), then select the best of the three sets. Distribute the six numbers in the best set among the six base statistics.

> For Example: *When rolling up Bob the Example Character, we roll three sets of six numbers, the sets turning out to be 9-8-9-8-6-8, 4-5-7-4-5-6, and 5-7-6-7-5-10. We select the first set (9-8-9-8-6-8) and assign the numbers to the six statistics: the six we put into Strength, one of the eights goes into Stamina, one of the Nines goes into his Agility, the other nine goes into Dexterity, and the two remaining eights go into Intelligence and Perception.*



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| Statistic | Value |
|---|---|
| *Strength* | *6* |
| *Stamina* | *8* |
| *Agility* | *9* |
| *Dexterity* | *9* |
| *Intelligence* | *8* |
| *Perception* | *8* |

When rolling up a character using the Generous method, the character starts with a budget of $40,000, instead of $50,000.

**Method Two: Standard Statistics –** Method two is to roll one set of six numbers (6 rolls in all), then distribute the six numbers among the six statistics.

For Example: *When rolling up Bob the Example Character, we roll six numbers, getting a result of 7-8-8-4-7-10. We assign the numbers to the six statistics: the four goes into his Strength, one of the sevens goes into his Stamina. We put the ten into Agility and one of the eights into Dexterity. Finally, we put the remaining seven into Intelligence and the remaining eight into Perception.*

| Statistic | Value |
|---|---|
| *Strength* | *4* |
| *Stamina* | *7* |
| *Agility* | *10* |
| *Dexterity* | *8* |
| *Intelligence* | *7* |
| *Perception* | *8* |

**Method Three: Hard Core –** Method three is to roll one number for each statistic in order.

For Example: *We roll a number for Strength – we get a 6. We roll a number for Stamina - we get a 7. We roll a number for Agility – we get a 8. We roll a number for Dexterity – we get a 6. We roll a number for Intelligence – we get a 4 (ouch!). We roll a number for Perception, we get a 6.*

| Statistic | Value |
|---|---|
| *Strength* | *6* |
| *Stamina* | *7* |
| *Agility* | *8* |
| *Dexterity* | *6* |
| *Intelligence* | *4* |
| *Perception* | *6* |

When rolling up a character Hard Core, the character receives a bonus Merit (has 6 Merit Points to spend instead of 5).

The method that you use to roll the character's base statistics should be determined by the entire group and approved by the GM.

## Derived Statistics

**Shrugs**: This is the number of failed Damage Resistance (DR) rolls that the character can "Shrug off" before they are in danger of falling Unco (Unconscious). The base value for Shrugs is Stamina divided by two, rounded up.

**Speed**: This number, multiplied by 4, is the number of feet that the character can move in one turn (five seconds). The base value for Speed is Agility plus Dexterity. Any ranks in the Running skill are added to the value for Speed.

**Will**: This is the character's base resistance statistic for mental effects. This is used to resist mental stresses of all kinds including torture, psionic and magical powers affecting the mind, and horror or emotional stress. The base value for Will is Intelligence plus Stamina, divided by two.

**Initiative**: This is a measure of how quickly the character reacts, particularly in combat. It is used primarily to calculate the order in which characters and NPCs may act during combat, higher initiatives having a better chance of acting first. The base value for Initiative is Perception plus Dexterity, divided by two.

**Damage Resistance**: This is a measure of how easy or difficult it is to damage the character. Incoming damage is subtracted from the character's Damage resistance before a Damage Resistance roll is made. The base value for Damage Resistance is the Character's Stamina multiplied by two.



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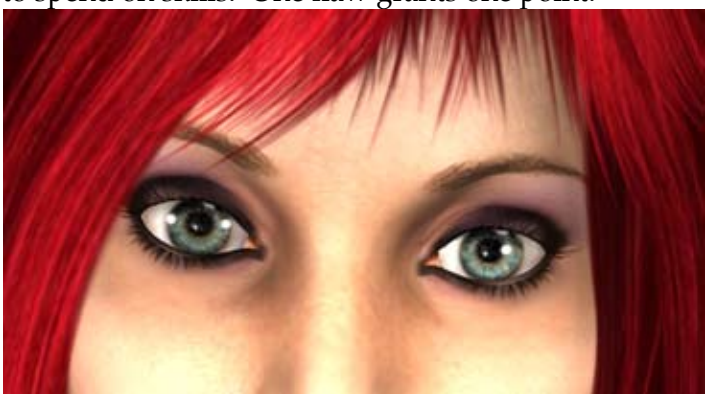
**Risk Points**: This is a measure of a Character's personal metaphysical strengths. It measures how much "energy" a Character has to expend in using magic, psionics, chi, or in sheer ball-brazenness. The base value for Risk Points is the Character's Will times ten.

## Merits and Flaws

Characters have 5 points which may be used to purchase Merits. Merits are inherent advantages to the character, such as increased physical toughness or a larger pool of points to spend on Skills. One merit costs one point.

Characters may also receive up to five more points for the purchase of merits by taking Flaws. Flaws are inherent disadvantages to the character, such as being physically more frail or having a smaller pool of points to spend on skills. One flaw grants one point.



## Merit List

A Whore In The Bedroom
Ambidexterity
Artful
Bad-Ass
Brain
Cunning Linguist
Cyber Enhanced
Danger's Bitch
Deadly Aim
Drink Like a Fish
Eat Like a Bird
Fast
God of Reloading
Haymaker
High Tech
Homemaker
Hot Chick
Hot Dude
I Know Kung Fu
Iron Will
Jackrabbit
Jock
Kick Like a Mule
Master Cook
Mind of Power
No Sick Days
Pro Jumper
Pro Lifter
Pro Runner
Quick
Really Skilled
Redline
Rich
Spell Slinger
Spy
Steel-Trap Mind
Superlative
Tough as Hell
Whip It Out



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# Flaw List

A Whore in the Kitchen
Asthmatic
Bad Driver
Butt Ugly
Can't Jump
Can't Stay Dressed
Cheap Drunk
Delicate Footsies
Dyslexic
Fashion Victim
Forgetful
Frigid
Horrific Slob
Infertile
Low Risk
Low Tech
Malleable
Nervous Stomach
OCD
Personal Dedication
Phobic
Physical Impairment
Poor
Prude
Psycho
Ridiculous Nails
Self-Imposed Limitation
Socially Unacceptable
Squeamish
Strongly Scented
Swims like a Brick
Throws like a Girl
Unskilled
Very Fertile
Wanted
Weak as Hell

# Merit Descriptions

**A Whore In The Bedroom**: (Prerequisite – Character may not have the "Frigid" or the "Prude" Flaw) The Character has a knack for bringing a partner to the peaks of sexual pleasure. This merit confers a +3 bonus to the Seduction skill when it is used to determine the quality of one's performance during sex.

**Ambidexterity**: The character can use both the right and the left hand equally well, and wield two weapons at the same time with no penalty. The character can take one additional attack a round at no multiple action penalty.

**Artful**: The character has an aptitude for artistic expression and crafting of all kinds. They receive a +1 to skills in the Hobby/Craft category. This CAN raise ranks in a Hobby/Craft skill over the limit of 6 ranks.

**Bad-Ass**: The character is proficient in the arts of killing people and breaking things. They receive a +1 to all skills in the Combat category. This CAN raise ranks in a Combat skill above the limit of 6 ranks.

**Brain**: The character has an aptitude for book learning and a knack for scientific thought. They receive a + 1 to all skills in the Science category. This CAN raise ranks in a Science skill over the limit of 6 ranks.

**Cunning Linguist**: (This Merit may be taken up to three times) The character has the ability to speak



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more than one language. Every character has a "Native" language. A Character who has the Cunning Linguist merit one time is considered Bilingual – they can speak their Native language and one additional language. A Character who has the Cunning Linguist Merit two times is considered Polylingual – they can speak their Native language and up to ten additional languages. This would be appropriate for world travelers and students of linguistics. A Character who has the Cunnning Linguist merit three times is considered Omnilingual – there is no language on earth that they do not speak, or can not pick up after listening to a few sentences. Even non-human languages come easily to Omnilingual characters, after an hour or so of study.

**Cyber Enhanced**: (Prerequisite – Character may not have "Mind of Power" or "Spell Slinger" Merits or the "Low Tech" flaw) The Character may purchase items from the "Cyberware" List, and has access to the "Use Cyberware" skill.

**Danger's Bitch**: (Prerequisite – Character may not have the "Low Risk" flaw) (This merit may be taken multiple times) This character seems to be able to push the envelope and take more chances than other characters. For every time this merit is taken, the character's Masimum number of Risk Points is increased by 10.

**Deadly Aim**: The Character with this merit has a knack for hitting a target where they want to hit it. Deadly Aim reduces all penalties for Called Shots by -2.

**Drink Like A Fish**: (Prerequisite – Character may not have the "Cheap Drunk" Flaw) The character can drink more alcohol without ill effects than the average person. When rolling Stamina plus Toughness to determine whether the character is drunk, the character with this merit receives a + 4 Bonus.

**Eat Like A Bird**: The Character does not need to eat nearly as much food to be satisfied and nourished as the average person. A character with the Eats Like a Bird merit need eat only one full meal a day, or two or three small snacks, in order to remain healthy.

**Fast**: The character reacts to situations faster than the average person. Characters with this merit add + 3 to their Initiative.

**God of Reloading**: The character is so proficient at reloading a firearm that it takes them no time at all to reload a magazine or clip fed firearm. Characters with this merit must still keep track of the total number of rounds fired from their inventory, but they never have to worry about taking a turn to reload. If the character is using a Revolver, they can continue to reload without taking a turn to do so if they have a supply of Speed Loaders for their revolver.

**Haymaker**: (Prerequisite – Character may not have the "Ridiculous Nails" Flaw) For whatever reason, characters with this merit can punch harder, for more damage, than the average character. Characters with this merit do one additional Shrug of damage when successfully landing a Hand to Hand attack declared as a Punch.

**High Tech**: (Prerequisite – Character may not have the "Low Tech" Flaw) The character has access to, and understanding of, equipment of a higher level of technology than the average character. With this merit, the character can select weapons, armor, and other equipment from High Tech lists, even if such lists are not available to all characters.

**Homemaker**: (Prerequisite – Character may not have the "Horrific Slob" Flaw) The character has an uncanny knack for cleaning things up. The Merit confers a + 3 bonus to the Cleaning skill. Any room that the character occupies for an hour or more will suddenly seem to have been professionally cleaned, and it will seem impossible to render the space untidy.

**Hot Chick**: (Prerequisite – Character must be Female or Transgendered, and can not have the Butt-Ugly flaw) The character is particularly attractive, drawing attention and turning heads. This conveys a bonus of +2 to rolls in which their appearance can reasonably make a difference, such a Seduction rolls to attract attention, Communication rolls to sway a crowd, or Streetwise rolls to get into exclusive clubs. Hot Chicks can get into places that women of average or bad appearance simply can't.

**Hot Dude**: (Prerequisite – Character must be Male, and can not have the "Butt-Ugly" flaw) The character is particularly attractive, drawing attention and turning heads. This conveys a bonus of +2 to rolls in



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which their appearance can reasonably make a difference, such a Seduction rolls to attract attention, Communication rolls to sway a crowd, or Streetwise rolls to get into exclusive clubs. Hot Dudes can get into places that men of average or bad appearance simply can't.

**I Know Kung Fu**: Character may purchase items off of the "Martial Arts" List, and has access to the "Martial Arts" skill.

**Iron Will**: Characters with this merit have more sheer Willpower than the average character. Characters with this merit add a bonus of + 3 to their Will.

**Jackrabbit**: (Prerequisite – Character may not have the "Delicate Footsies," "Wheelchair Bound," or "Can't Jump" Flaws) The Character is exceptionally good at Jumping. This merit may be taken up to three times (three times is the maximum). For each time that the character has this merit, the character adds three feet to their jumping distance and one foot to their jumping height.

**Jock**: Characters with this merit have a natural aptitude for Athletic activities of all sorts. With this merit, the character adds a bonus of + 1 to all skills in the Athletics category. This CAN raise the ranks in an Athletics skill above the limit of 6 ranks.

**Kick Like A Mule**: (Prerequisite – Character may not have the "Delicate Footsies" Flaw) For whatever reason, this character can kick harder, for more damage, than the average character. Characters with this merit do one additional Shrug of damage when successfully landing a Hand to Hand attack declared as a Kick.

**Master Cook**: (Prerequisite – Character may not have the "A Whore in the Kitchen" Flaw) The character has a knack for preparing food. This merit confers a bonus of + 3 to the Cooking skill. Even if there does not appear to be adequate equipment, the character can generate a full meal of nourishing and tasty food.

**Mind of Power**: (Prerequisite – Character may not have the "Cyber Enhanced" Merit) Character may purchase items off of the "Psionics" list, and has access to the "Use Psionics" skill.

**No Sick Days**: The Character is extremely resistant to disease. When rolling to resist being affected by a Disease, the character enjoys a bonus of +3.

**Pro Jumper**: (Prerequisite – character may not have the "Asthmatic" Flaw) Characters with this merit are professionally trained to expend their energy with efficiency while jumping. When trying to get a "Burst of Speed" for a long or high jump, a successful "Burst of Speed" roll will not cost the character a Shrug, although a critically failed "Burst of Speed" roll will still cost the character a Shrug.

**Pro Lifter**: (Prerequisite – character may not have the "Asthmatic" Flaw) Characters with this merit are professionally trained to expend their energy with efficiency while lifting. When trying to get a "Burst of Strength" for lifting, a successful "Burst of Strength" roll will not cost the character a Shrug, although a critically failed "Burst of Strength" roll will still cost the character a Shrug.

**Pro Runner**: (Prerequisite – character may not have the "Asthmatic" Flaw) Characters with this merit are professionally trained to expend their energy with efficiency while running. When trying to get a "Burst of Speed" for running, a successful "Burst of Speed" roll will not cost the character a Shrug, although a critically failed "Burst of Speed" roll will still cost the character a Shrug.

**Quick**: Characters with this merit are naturally a little more fleet of foot than the average character. Characters with this merit gain a + 3 Bonus to their Speed.

**Really Skilled**: (This Merit may be taken multiple times) For each time the character has this merit, they have five additional points to spend on skills.



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**Redline**: Characters with this merit have a natural knack for driving, flying, sailing… any operations of vehicles whatsoever. With this merit, a character gains a + 1 to all skills in the Vehicle category. This CAN raise the ranks of a Vehicle skill above the limit of 6 ranks.

**Rich**: (Prerequisite – character may not have the Poor flaw. This Merit may be taken multiple times) For each time the Character has this Merit, their Budget increases by $10,000. Also, characters with at least one "Rich" merit do not have to worry about day to day purchases, such as food and fuel… they simply have enough extra handy cash to cover these expenses. Characters with the "Rich" merit twice do not have to worry about housing or insurance – they can easily afford a small two to three bedroom house or a large apartment. With the "Rich" merit four times, the character simply does not worry about non-equipment purchases… he simply goes out and gets things such as cars, boats, condominiums, and secret laboratories. If the character has any more than four "Rich" merits, they are considered one of the world's wealthiest people, and easily fit into high society and exclusive organizations.

**Spell Slinger**: (Prerequisite – Character may not have the "Cyber Enhanced" Merit) Character may purchase items off of the "Magic Spells" List, and has access to the "Do Magic" skill.

**Spy**: This character has a knack for skills involving stealth and guile. Characters with this merit gain a + 1 Bonus to all skills in the Espionage category. This merit CAN raise the ranks in an Espionage skill above the limit of 6 ranks.

**Steel-Trap Mind**: (Prerequisite – character may not have the "Forgetful" flaw). Characters with this merit rarely forget anything – they have a photographic memory. Any time the player of a character with this merit forgets something, the GM or other players must remind them of the forgotten information out of character. It would be useful for the player of a character with this merit to take notes during play.

**Superlative**: Character may purchase items from the "Super Powers" list, and has access to the "Use Powers" skill.

**Tough As Hell**: (This Merit May be taken Multiple Times) For each time the character has this Merit, the character gains one additional Shrug.

**Whip It Out**: Characters with this merit need not spend an action to draw a weapon, but rather, draw their weapons as a Free Action. In situations where no weapons have yet been drawn by either side, this gives a +5 to Initiative.

# Flaw Descriptions

**A Whore In the Kitchen**: (Prerequisite – Character may not have the "Master Cook" merit) A character with this flaw is less capable of preparing food in any meaningful way, and must rely on pre-packaged food, take-out, or the like. This flaw confers a penalty of – 3 to the Cooking skill. Forced to prepare food for themselves, characters with this flaw may well starve or poison themselves accidentally.

**Asthmatic**: (Prerequisite – character may not have the Pro Jumper, Pro Runner, or Pro Lifter merits) The character has breathing difficulties and can not use energy as efficiently as possible. When attempting to get a "Burst of Speed" or "Burst of Strength" when running, jumping, or lifting, the character loses 2 Shrugs on a successful attempt, and 2 Shrugs for a critical failure. The character can still lose only 1 Shrug on a critical success, if they choose.

**Bad Driver**: (Prerequisite – character may not have the Throttle merit) The character is a bad driver, and has a great deal of difficulty just getting across town. Characters with this flaw take a – 3 penalty on any Vehicle related skill roll, and on any Critical Failure while operating a Vehicle, they are involved in a crash.

**Butt Ugly**: The character is unattractive, and is the target of staring and derision. When making rolls in situations where physical appearance could make a difference such as Seduction rolls to attract attention, Communication rolls to persuade someone, or Streetwise rolls to get into a club, the Character rolls at a -2.



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**Can't Jump**: (Prerequisite – character can not have the "Jackrabbit," or "Pro Jumper" merits) (This flaw may be taken up to three times) This character, for whatever reason, does not have the capacity to jump that other characters do. For every time that this flaw is taken (maximum 3), the character subtracts three feet from their jumping distance and one foot from their jumping height.

**Can't Stay Dressed**: Characters with this flaw tend to have their clothing fall off at the most inopportune times. Buttons pop open, belts loosen, straps come off of shoulders, pants and skirts slide off. It is rarely dangerous, but characters with this flaw may find themselves inconvenienced by hanging straps and such at the worst possible moment..

**Cheap Drunk**: (Prerequisite – character may not have the "Drinks like a Fish" merit) Characters with this flaw can not hold their liquor. When rolling Stamina plus Toughness to determine whether they have become drunk, characters with this flaw roll at a penalty of – 2.

**Delicate Footsies**: (Prerequisite – character can not have the "Kicks like a Mule" or the "Quick" Merit, ) Characters with this flaw have delicate feet that are unsuited for Kicking. If they should attempt a Hand to Hand attack declared as a Kick, they will suffer a penalty of – 2 to the attack roll. Also, characters with this flaw suffer a – 5 to their Speed. It hurts to move too fast on delicate footsies.

**Dyslexic**: Characters with this flaw have a difficult time reading anything quickly (unless they use special adaptations, such as rose-colored glasses), and can get their left and right directions confused under stress. In a stress situation where the character is trying to find their direction (driving to a specific place, running through a maze, et cetera), the character must make a Will check. On a failure of this check, the character becomes horribly lost.

**Fashion Victim:** Characters with this flaw have little or no grasp on current fashion (or perhaps on fashion at all). When dressing themselves, they display a clear lack of any grasp of what it means to be fashionable. They suffer a -2 penalty to the Styling skill when they are attempting to look fashionable or "cool." Even when going into casual situations, they will be at a -1 to rolls to successfully communicate or convey their ideas, as people will look at them as if they have killed a clown and are wearing its skin.

**Forgetful**: (Prerequisite – character may not have the "Steel-Trap Mind" merit). Characters with this flaw have a hard time retaining information. Players of characters with the Forgetful flaw may not take notes during play, and may not be reminded, out of character, of information by the GM or other players. This flaw must be roleplayed to some extent – a forgetful character should appear absent-minded and have difficulty with names and places.

**Frigid**: (Prerequisite – character may not have the "A Whore in the Bedroom" merit) Characters with this flaw have little or no aptitude when it comes to actual sexual activity. They can be seductive and sensual, and they may have no hang-ups when it comes to sex, but they simply can not perform the act of sex well. Characters with this flaw receive a – 3 penalty to their Seduction skill when performing sexual acts, and may gain a reputation for being horrible in the sack.

**Horrific Slob**: (Prerequisite – character may not have the "Homemaker" Merit) Character has no aptitude for cleaning or maintaining the cleanliness of a room. This flaw confers a penalty of – 3 to the Cleaning skill. If a character with this flaw spends more than an hour in a room, it will become messy and cluttered, and it will be nearly impossible for anyone to tidy up while the character continues to inhabit the room.

**Infertile**: (Prerequisite – character may not have the "Very Fertile" Flaw) Characters with this flaw are incapable of producing offspring. They may still engage in the act of sex, but it will not produce progeny.

**Low Risk**: (Prerequisite – character may not have the "Danger's Bitch" Merit) (This flaw may be taken multiple times) This character doesn't have what it takes to take chances. For every time that the character has this flaw, their maximum number of Risk Points is reduced



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by 10. This flaw may not be taken so many times that it reduces the character's Risk Points to 0.

**Low Tech**: (Prerequisite – character may not have the "Cyber Enhanced" or "High Tech" merit) Characters with this flaw do not have access to the same level of technology as the rest of the characters in the group, nor do they fully understand the higher technology. Characters with this flaw must choose equipment from the Low Tech lists in a game where only Low Tech and Standard Tech equipment is available. In games where Low Tech, Standard Tech, and High Tech equipment is available, characters with this flaw may only choose equipment from the Low Tech and Standard Tech lists. Further, characters with this flaw who attempt to use High Tech equipment do so at a penalty of – 3.

**Malleable**: (Prerequisite – character may not have the Iron Will merit) Characters with this flaw are easier to manipulate, and do not deal with mental or emotional stress well. They suffer a -2 to Penalty to their Will stat.

**Nervous Stomach**: Characters with this flaw tend to throw up when under emotional stress. Any time a character with this flaw fails a Will roll, they lose their lunch explosively, losing 1 Shrug to the effort as well as their next action. On a critical failure of a Will roll, they lose 2 Shrugs.

**OCD**: (This Flaw may be taken multiple times). This is actually more than one flaw. OCD stands for "Obsessive Compulsive Disorder." It is a psychological condition in which someone performs some action out of habit as a reaction to stress. It includes such behaviors as hand washing, compulsive cleaning, whistling or humming, and the like. A character with this flaw must make a roll against their Will in a stressful situation. A failure on this roll means the character takes a –2 to all actions until they can perform their compulsive behavior. Even when NOT in a stressful situation, a player should constantly roleplay their character's OCDs. If you're not annoying other people at the table, you're not playing a character with OCDs right. A character may have multiple OCDs; for each time this flaw is taken, they have another compulsive behavior. EACH compulsive behavior must be rolled separately in a stressful situation, and penalties for a failed roll are CUMULATIVE.

**Personal Dedication:** (This Flaw may be taken more than once). The Character with this flaw has a person, group, or organization that they are personally dedicated to protecting for reasons of the Character's own – a love relationship, a personal code of honor, or a bomb implanted in their head are all possibilities. Should the Character with this dedication discover that the person, group, or organization to which they are dedicated is in danger, they will become intensely focused on ending that danger. The Character will be at –2 to all tasks NOT related to ending the danger to their dedicated person, group, or organization until the danger has been "dealt with" (at least as far as the dedicated Character is concerned). Should the person, group, or organization that the Character is dedicated to be grievously injured, killed, or destroyed, the –2 penalty becomes PERMANENT (until this Flaw is bought off). For every time that a Character has this Flaw, there is another person, group, or organization that they are dedicated to.

**Phobic:** (This Flaw may be taken more than once). The Character with this flaw has an unreasoning fear of some object or situation. When confronted with their primal fear, the Phobic character must make a roll against their Will statistic. On a successful roll or a critical success, they manage to continue to function despite their fear. On a failed roll, they immediately suffer a -2 to all actions because they are falling into the grip of terror. This -2 will remain until they are away from the source of their Phobia. On a critically failed roll, the penalty to all actions is a -4. For every time that the character has this flaw, there is another object or situation that they have an unreasoning fear of.

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**Common Phobias**

| This Phobia… | …is a fear of… |
|---|---|
| Acrophobia | High Places |
| Agoraphobia | Wide Open Places |
| Arachnophobia | Spiders |
| Brontophobia | Loud Noises |
| Carcinophobia | Cancer |
| Claustrophobia | Small Enclosed Spaces |
| Coulrophobia | Clowns |
| Cynophobia | Dogs |
| Emetophobia | Vomit |
| Mysophobia | Dirt and Germs |
| Necrophobia | Death and the Dead |
| Ophidiophobia | Snakes |
| Scotophobia | The Dark |
| Trypanophobia | Injections |
| Xenophobia | Foreigners and Strangers |

**Physical Impairment:** (Prerequisite – variable, see below). (This Flaw may be taken multiple times) The character with this flaw has a body part that is not functional, giving them some impairment to their physical function. For each time that this flaw is taken, there is another body part that does not function, often compounding the difficulty. Some examples of impaired body parts and their associated difficulties:

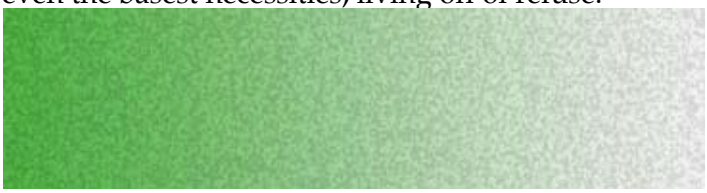
Eyes: If one eye is impaired, the character will take a -2 penalty to all of their ranged attacks, having no depth perception. If both eyes are impaired, the character is blind, and functions as if in total darkness (-4 to all physical actions) at all times.

Legs: If one leg is impaired, the character's speed statistic will be halved. They will be at -3 to any rolls to jump, climb, run, perform acrobatics, or kick. If both legs are impaired, the character can move at their regular speed only if they are in a wheelchair. Otherwise, they are reduced to one quarter of their speed stat by having to crawl with their arms alone. They can not run, jump, do acrobatics, or perform kicks.

Arms: If one arm is impaired, the character may not have the Ambidexterity merit, nor can they use weapons that require two hands to use. If both arms are impaired, the character can not use weapons, lift anything, or perform any other action that would require the use of their arms.

If an impaired body part is replaced by a prosthetic from the Cyberware list, the cost for buying off the flaw must be paid ($30,000). Non-functioning body parts replaced with Cyberware are not considered impaired.

**Poor**: (Prerequisite – character may not have the Rich merit). (This Flaw may be taken multiple times) For each time the character takes this flaw, their budget decreases by $10,000. This flaw can not be taken so many times that it takes the character's budget below $0. Characters with one "Poor" flaw must roleplay the process of saving money for food and fuel, and other day to day expenses. Characters with two "Poor" flaws must roleplay the process of keeping their home, which will be a small house in a disadvantaged part of town or an apartment with inadequate utilities. Characters with four "Poor" flaws can not own property and roleplay the struggle to acquire enough resources to survive. Characters with more than four "Poor" flaws are the truly disenfranchised of society, unable to afford even the basest necessities, living off of refuse.



**Prude**: (Prerequisite – character may not have the "A Whore in the Bedroom" merit). Characters with this flaw have little or no experience with sex, and don't want any. They may not have any ranks in the Seduction skill (except for the 1 rank that would come from the Spy merit), and may not attempt Seduction rolls. Faced with a situation in which sex or sexual situations are forced upon them, characters with this flaw suffer a – 2 penalty to all rolls to resist sexual advances – they simply do not have enough experience with sex to know how to handle these situations.

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**Psycho**: Characters with this flaw lack a sense of personal restraint, and their reactions tend to be disproportionate to the situations they are in. In situations calling for subtlety or restraint, characters with this flaw must make a Will roll. If this roll is failed, the character may not act with EITHER subtlety OR restraint, but rather must react with as much force as they can apply. On a critical failure of this Will roll, characters with this flaw must react to subtle situations with the most dangerous and foolhardy means possible.

**Ridiculous Nails**: (Prerequisite – characters with this flaw may not have the "Haymaker" merit) Characters with this flaw tend to keep their manicures expensive and fancy. Their hands are unused to doing very heavy OR very delicate work, as it would threaten the integrity of their expensively maintained nails. Characters with this flaw receive a penalty of – 2 to Hand to Hand attacks declared as punches.

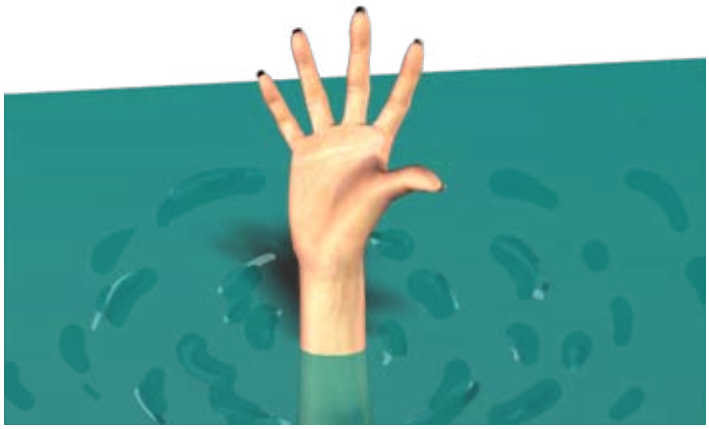
**Self-Imposed Limitation**: (This Flaw may be taken more than once) Characters with this flaw follow a code or a set of rules of behavior that limits their actions. This might include a personal code against taking human life, a vow to never harm a woman, or a warrior's agreement to never fight an opponent less well-armed than yourself. A practitioner of the Bushido Code would have this Flaw, as would someone dedicated to Chivalry or someone who has taken the Hypocratic Oath. If the Character is forced to act in a way contrary to their personal code, they will be at a penalty of -2 to all actions (due to shame and a sense of personal failure) until they can atone for their personally heinous act. Atonement should include some form of self-sacrifice, but the GM is the final arbiter of what it will take to atone for the perceived misdeed. For every time that this Flaw is taken, the Character has another set of personal limitations.

**Socially Unacceptable**. (This Flaw may be taken more than once). Characters with this flaw have a certain behavior, or live by a system of belief, that is contrary to the standards of the community in which they live. This may bring unusual scrutiny from law enforcement or cause difficulties in functioning in the community (may be the target of gossip, people may protest against their presence in the community, may be shunned at small markets, et cetera). Examples of Socially Unacceptable behaviors and beliefs include Polygamy, extreme fetishes, promiscuity, being Republican in a Blue State or being Democrat in a Red State, and the like. These behaviors and beliefs may be hidden from the community, but there will constantly be a risk of discovery. For each time that this Flaw is taken, the Character has another behavior or belief system that is socially unacceptable.

**Squeamish**: Characters with this flaw react badly to things that are inherently disgusting, such as slime, entrails, corpses, muck, hordes of insects, rats, tentacle monsters, pulsing brains, and the like. Any time a character with this flaw encounters something that is inherently disgusting, they must make a Will roll. Failing this Will roll means that the character is having a massive attack of "The Willies," and suffers a – 2 penalty to all task and combat rolls until the inherently disgusting item is no longer in the character's presence.

**Strongly Scented**: Characters with this flaw exude a strong personal odor, for some reason. This is not necessarily an unpleasant odor – it may be a distinctive perfume or cologne, or an exotic personal body scent. The difficulty with this situation is that it wrecks the character's ability to hide and sneak. Characters with this flaw suffer a penalty of – 2 to any rolls on the Hide, Shadowing, or Stealth skills.

**Swims like a Brick**: Characters with this flaw, for whatever reason, simply can not swim. They may take no ranks in the Swimming skill, and even if they have a + 1 bonus from the "Jock" merit, they make rolls to Swim at a penalty of – 3. Characters with this flaw find it impossible to float without the aid of a flotation device.



**Throws like a Girl**: Characters with this flaw simply do not have the coordination necessary to throw properly. The character with this flaw takes a penalty of – 3 on any roll using the Throwing skill.

**Unskilled**: (This Flaw may be taken multiple times) For each time the character has this flaw, they have five fewer points to spend on skills.

**Very Fertile**: (Prerequisite – character may not have the "Infertile" flaw) Characters with this flaw are like-



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ly to produce offspring even with casual sex. Using a single form of birth control (with the exceptions of Tubal Ligation, Vasectomy, or Abstinence) is ineffective at preventing unwanted pregnancies. Characters with this flaw must use at least two forms of birth control, or more, in order to prevent conception.

**Wanted**: The character with this flaw is being hunted by some authority, rightly or wrongly. If the character does not continuously cover their tracks, change their name, alter their appearance and/or identity, and otherwise cover the tracks that they make in daily life, some organization will find them, catch them, and do unpleasant things to them.

**Weak As Hell**: (This Flaw may be taken multiple times) For each time the character has this flaw, the character has one less Shrug than normal. This Flaw can not be taken so many times that the characters total number of Shrugs drops below 1.

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## Skills

Skills are ranked from 1 to 6, 6 being the best possible knowledge of the skill. Characters start with 40 points to distribute among skills.

There are five skills that may not be accessed unless the character has certain merits.

| Skill | Merit Required |
|---|---|
| Do Magic | Spell Slinger |
| Martial Arts | I Know Kung Fu |
| Use Cyberware | Cyber Enhanced |
| Use Psionics | Mind of Power |
| Use Powers | Superlative |

Because some of these Merits are mutually exclusive, it is not possible for any character to have access to all five Enhanced skills, unless some special merit becomes available.

| Skill Level | Equivalent |
|---|---|
| 0 | Untrained, no concept of using most skills at this level. |
| 1 | Vague familiarity – has been shown how to do this, but has not studied the skill |
| 2 | Average training – has passed base proficiency courses in this skill |
| 3 | Professional level – can make a living using this skill |
| 4 | Above average – can begin to teach others this skill |
| 5 | Exceptionally competent – can write papers on this skill, and may be asked for opinions on matters regarding this skill by authorities |
| 6 | Master of this skill, has a reputation for using it and may be sought out by people interested in dedicating themselves to the study of this skill |

With certain merits, it is possible that skills could go to leel 7. This level of skill is considered nearly supernatural... above the ability of mere mortals. Using a skill at level 7 draws attention, and automatically causes one to develop a reputation for being very capable.

# Skill List

## ATHLETICS

Acrobatics
Climbing
Extreme Sports
Lifting
Running
Sports
Swimming
Throwing
**Zero-G**

## COMBAT

Archaic Ranged
Grappling
Hand to Hand
Handguns
Long arms
Martial Damage
Melee
Toughness

## ESPIONAGE

Acting
Business
Communication
Cryptography
Demolition
Escapology
Investigation
Lockpicking
Security
Seduction
Sleight of Hand
Stealth
Streetwise
Survival



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## HOBBY/CRAFT

Art
Cleaning
Construction
Cooking
Dancing
Fabrication
Music
Repair
Ropework
Sewing
Styling

## SCIENCE

Academics
Astrogation
Biology
Chemistry
Computers
Cybernetics
Electronics
Engineering
Genetics
Law
Medicine
Military Science
Navigation
Occultism
Parapsychology
Physics
Psychology
Xenology

## VEHICLES

Animal
Anthro
Boats
Cars
Helicopters
Hovercraft
Jet Packs
Jet Planes
Motorcycles
Prop Planes
Remote
Space Shuttles
Starships
Submersibles
Ultra-Light

## SPECIAL

Do Magic
Martial Arts
Use Cyberware
Use Psionics
Use Powers

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# Skill Descriptions

## Athletic Skills

**Acrobatics:** This is the general skill of doing flips, leaps, tumbles, and other gymnastic-style maneuvers. Performing in a circus requires this skill, as does most stunt work.

**Climbing:** This is the skill of ascending and descending vertical surfaces. It is used for climbing up and down buildings, trees, mountains, electrical towers, and giant robots.

**Extreme Sports:** This is the skill of performing "Extreme" sports activities, such as rollerblading, skateboarding, stunt Bicycling, skydiving, airboarding, snowboarding, or other sports involving high risk and high speed.

**Lifting:** This is the skill of maximizing your strength and stamina for the purpose of raising weights off of the floor and into the air. It is used whenever a character needs to lift for weight, or increase the time that they have weight in the air.

**Running:** This is the skill of increasing speed and performance while running. It is used in track and field events, as well as foot chases and catching trains.

**Sports:** This is the skill of performing traditional "Non-Extreme" sports activities, such as baseball, football, basketball, and tennis. It is used when engaging in traditional sports activities. It can occasionally be substituted for the Running or Jumping skills.

**Swimming:** This is the skill of moving through the water, either on the surface or below the surface. It is used when trying to remain afloat, or trying to move for some distance through liquid mediums (not necessarily water).

**Throwing:** This is the skill of hurling projectiles. It is used for throwing rocks, balls, knives, rats, and spears.

**Zero-G:** This is the skill of being able to operate in an environment without Gravity. It is used primarily by astronauts, but may find other applications.

## Combat Skills

**Archaic Ranged:** This is the skill of firing low tech ranged weaponry, such as bows, compound bows, and crossbows. It is used for firing any low tech weapon which fires a projectile. Spears, knives, and throwing axes are all thrown using the Throwing skill.

**Grappling:** This is the skill of fighting in Hand to Hand combat using grabs, locks, and throws. It is the skill used for Wrestling and Judo. It is also the skill used to resist being grabbed or locked.

**Hand to Hand:** This is the skill of attacking with hands and feet in Hand to Hand combat. It is used for punches, kicks, and chops of all kinds. This skill governs how accurate a character's Hand to Hand attacks are.

**Handguns:** This is the skill of firing pistols. It is used for single action, double action, semi-automatic pistols, and machine pistols. It is also used for firing small submachine guns one-handed. This skill also governs a character's familiarity with the mechanics



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of pistols and other "small" arms and how to maintain them.

**Long arms:** This skill is the skill of firing rifles of all kinds. It is used for everything from flintlock muzzle-loaders to assault rifles and high caliber sniper weapons. It is also used for firing shotguns. This skill also governs a character's familiarity with the mechanics of rifles and how to maintain them, but does not confer any knowledge of high tech electronic targeting systems or special scopes.

**Martial Damage:** This is the skill of increasing one's capacity for doing damage in melee, whether one is using hand to hand attacks or swinging a Melee weapon. It is used not only for doing additional damage in personal combat, but for board and brick breaking in exhibition. This skill governs how damaging a character's personal attacks, both hand to hand and melee, are. It is added directly to a character's Strength to calculate damage for Hand to Hand and Melee attacks.

**Melee:** This is the skill of using weapons in melee combat, from knives and clubs to swords and energy lashes. It governs the use of all melee weapons, regardless of tech level. It also governs a character's familiarity with the mechanics of melee weapons and how to maintain them for all melee weapons except Ultra Tech weapons.

**Toughness:** This is the skill for developing additional capacity to take damage in hand to hand combat. It is used primarily to add to a character's Damage Resistance against hand to hand and blunt melee weapon attacks, and reflects training in body toughening. It is also used to resist becoming Drunk.

## Espionage Skills

**Acting:** This is the skill of conveying information and emotions that the character is not genuinely feeling. It is used to play a dramatic role, to fast talk one's way out of a situation, and to bald faced lie. It is also useful in espionage, sales, and politics.

**Business:** This is the skill of understanding finance, business law, organizational skills, and other feats associated with owning and/or operating a business. It is used when playing the stock market, investing, creating a company, and doing day-to-day tasks associated with keeping a company in operation.

**Communicaiton**: This is the skill of conveying concepts clearly and distinctly, in a manner that aids understanding. It is used to negotiate hostage deals, present diplomatic information, and clear up disputes. It is used by professional negotiators, counselors, diplomats, and the like.

**Cryptography**: This is the skill of working with codes. It is used to create codes, to encode a message, and to decode a message. It is used by spies, cryptographers, and pharmacists.

**Demolitions:** This is the skill of working with explosives of all types. It is used to create bombs, improvised explosive devices (IEDs), to affix detonators, to set charges in the correct location for maximum effect, and to disarm explosive devices.

**Escapology:** This is the skill of being an escape artist. It is used for escaping from bonds and traps, such as handcuffs, suspension harnesses, ball gags, large Lucite boxes rapidly filling with water, and high-tech prison cells. It confers the ability to pick the locks on restraints, but not to pick other locks, such as locks in doors or security systems.

**Investigation:** This is the skill of finding clues, observing subjects, and using deductive reasoning. It is used to find important items, notice important events, and solve crimes once sufficient clues have been found. It is also the general skill of noticing things that the GM wants the characters to notice.

**Lockpicking:** This is the skill of defeating locks. It is used to open locked doors, and to disable security systems. It does not confer the ability to pick the locks on handcuffs or other restraints.

**Security**: This is the skill of working with security systems. It is used to examine security systems, install security systems, and defeat security systems. It is also used to design security systems, and to evaluate them for effectiveness.

**Seduction:** This is the skill of sexual knowledge. It is used not only to entice someone into a sexual encounter (or to make someone believe you are enticing them into a sexual encounter) but is also used to gauge the quality of one's sexual performance.



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**Sleight of Hand:** This is the skill of sleight of hand. It is used to hide and produce small objects, making them seem as if they have "magically" disappeared or reappeared. It is used to perform magical tricks, conceal weapons, or to cheat at cards.

**Stealth:** This is the skill of concealment and silence. It is used by Ninja, Special Forces, and others who are trying to conceal their activities. This skill would be used to hide, to move silently, to follow someone without their knowledge, or even to conceal the presence of other items.

**Streetwise**: This is the skill of knowing the dark, seedy underside of society. It is used by criminals, vice cops, detectives, and others who work within the influence of the underworld. It would be used to fence a stolen item, locate a kidnap victim, or locate black market goods.

**Survival:** This is the skill of staying alive in adverse environmental conditions. It includes the ability to find food and water in sparse environments (such as deserts or the open ocean), starting fires, and finding or constructing shelter. It is used by Special Forces, Boy Scouts, and hosts of television shows on the Discovery channel.

## Hobby/Craft Skills

**Art:** This is the skill of artistic expression. It is used to draw or paint a picture, carve a sculpture, or create Computer Generated Imagery. It is used by artists, graphic designers, and taggers.

**Cleaning:** This is the skill of cleaning and maintaining items or space. It is used to polish silverware, clean a room, keep a house clean, or wash pets. It is used by maids, housewives, scientists maintaining a clean room, and people with Obsessive Compulsive disorder.

**Construction:** This is the skill of building structures. It is used to draw architectural designs, frame a house, or pour concrete and set electrical wires. It is used by architects, construction workers, carpenters, and contractors of all kinds. It would also be used to refurbish a property or build a secret lab.

**Cooking:** This is the skill of preparing food. At its most basic level, it is the application of heat and seasonings to make food palatable. It is used for all food preparation tasks, from making a baloney sandwich to preparing a banquet for 100.

**Dancing**: This is the skill of expressing one's self through bodily movement, usually to music or rhythmic sound. It is used by choreographers, ballerinas, hip-hop dancers, and performers of all kinds.

**Fabrication**: This is the skill of making custom pieces and parts out of metal, plastic, wood, or other materials. It is used to make custom automotive pieces, in model making, and to form custom armor and weapons.



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**Music:** This is the skill of musical expression. It is used to write and perform songs. It confers the ability to use musical instruments and sing.

**Repair**: This is the skill of fixing things that are broken. It is used to repair cars, airplanes, weaponry, shorted electrical wiring, and toasters. It is not used for building homes or buildings (that would be a use of the Construction skill) or to make new materials or components (that would be a use of the Fabrication skill).

**Ropework**: This is the skill of working with rope, tying knots, coiling rope for rapid deployment, storing rope and maintaining rope. It is used by sailors, boy scouts, and bondage feitishists.

**Sewing:** This is the skill of manipulating textiles to produce garments and other sewn items. It is used for making clothing, stuffed animals, interior decorating accents, and soft armor.

**Styling**: This is the skill of presenting one's self or others in a pleasing and currently stylish fashion. It is used for hairstyling, applying makeup, selecting and properly wearing clothing, and performing manicures and pedicures.

## Science Skills

**Academics:** This is general knowledge accumulated through study in schools. It is used for doing homework, writing reports, doing research, and knowing general information. At level 1, the Character with this skill has had a basic elementary school education. At level 2, they are a high school graduate. At level 3, they have some college work under their belt. At 4 and above, they have done post-graduate work, and are breaking new ground in the academic world.

**Biology:** This is the knowledge of life sciences. It includes knowledge of plants and animals, as well as biochemistry (but not non-organic chemistry). It is used to identify species and speculate on new organisms, such as diseases or tentacle monsters.

**Chemistry:** This is the knowledge of non-organic chemistry and organic chemistry (but not biochemistry). It is used to identify and generate chemical compounds. It can be used to break down dangerous compounds, or to create them. It is especially useful in the creation of explosive compounds.

**Computers:** This is the knowledge of operating, maintaining, programming, and building computer systems. It is used to construct new computers, repair existing computers, programming computers, and operating computers. It is particularly useful in using computers to perform research or to hack into secure systems.

**Cybernetics:** This is the knowledge of interfacing organic and inorganic systems to create "Cyborgs," cybernetic organisms. It is used to design, generate and install Bionic components into humans, animals, and other organics. It does not confer the ability to perform any other type of medical treatment or operation.

**Electronics:** This is the knowledge of electronics. It is used to design, maintain, and create electronic devices other than computers. It is used for making and maintaining digital cameras, listening devices, and computer peripherals such as printers.

**Engineering:** This is the knowledge of materials, stresses, and construction. It is used for designing physical structures, from bicycles to buildings. It also conveys a knowledge of the best way to break physical structures. It is used for architecture, mass production, and demolitions.

**Genetics:** This is the knowledge of the secrets of the genetic code. While Biology can identify a species, Genetics can be used to identify an individual member of a species from a small sample. It is used for criminal investigations, biological analysis, and making freaky-deaky tentacle monsters.



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**Law:** This is the knowledge of legal codes and legal precedents. It is used for researching legal matters, working as a para-legal or a lawyer, and creating legal defenses.

**Medicine:** This is the knowledge of the healing arts. It is used for everything from applying a bandage to performing brain surgery. It is used by Emergency Medical Technicians, nurses, doctors, and Mad Scientists.

**Military Science**: This is the knowledge of military operations. It reflects knowledge of tactics, strategy, and military history.

**Navigation:** This is the knowledge of using maps and charts to plot courses, whether on the sea, land, in the air, or in space. It is used both to plot courses, and to create new maps and charts in unknown areas.

**Occultism:** This is the knowledge of dark and forbidden lore. It conveys information about ghosts, spirits, monsters, magic and magicians, demons, and other things that are not considered mainstream scientific knowledge.

**Parapsychology:** This is the study of the paranormal – phenomena such as ghosts, telepathy, and other "oogie boogie" subjects. Many scientists do not consider this an actual area of study. It is used when verifying accounts of U.F.O. sightings or alien abductions, testing for psionic ability, ghost hunting (scientifically), and performing other tasks that are, at best, "fringe" science.

**Physics:** This is the science that deals with matter, energy, motion, and force. It is used for analyzing these elements, creating simulations, and working with dangerous materials.

**Psychology**: This is the knowledge of the workings of the mind. It conveys information about the process of thought, mental illness, emotional distress, and disorders of the mind. It is used to diagnose and treat mental disorders, and can also be used to aggravate mental disorders and create phobias where there were none before.

**Xenology:** This is the scientific knowledge of Things that are Not of this Earth. It confers the ability to intelligently study non-terran life forms and materials, and may confer some knowledge about "already known" alien artifacts or life forms. It is held by top level government scientists, conspiracy theorists, and Mad Scientists.

## Vehicle Skills

**Animal:** This is the skill of riding living beings, from horses to camels to killer whales and giant three-toed sloths.

**Anthro:** This is the skill of operating vehicles equipped with legs, or that are human-shaped, such as very large battlesuits or mecha.

**Boats:** This is the skill of handling watercraft, from Jet Skis to sailboats to super tankers. It is used both to Captain and to Crew watercraft.

**Cars:** This is the skill of driving automobiles, from subcompacts to *grand prix* racers. It also confers the skill of driving trucks and other wheeled vehicles.

**Helicopters:** This is the skill of flying rotary wing craft, from touring helicopters to Apache attack craft. It is also the skill of using weapon systems integral to the craft.

**Hovercraft:** This is the skill of operating ground –effect vehicles, regardless of size.

**Jet Packs:** This is the skill of piloting personal flight equipment, such as Jet Packs.

**Jet Planes:** This is the skill of flying jet aircraft, single or multi-engine. It is also the skill of using weapon systems integral to the craft.

**Motorcycles:** This is the skill of driving two or three wheeled vehicles, such as motorcycles.



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**Prop Planes:** This is the skill of flying aircraft propelled by propellers, either single or multi prop planes. It is also the skill of using weapon systems integral to the craft.

**Remote**: This is the skill of operating vehicles designed to be driven or piloted by remote control. It is also the skill of using weapon systems integral to such craft.

**Space Shuttles:** This is the skill of flying ground-to-orbit spacecraft. It is also the skill of using weapon systems integral to the craft.

**Starships:** This is the skill of flying spacecraft, both interplanetary and interstellar. It is also the skill of using weapon systems integral to the craft.

**Submersibles:** This is the skill of using water craft that are designed to submerge and surface, such as submarines.

**Ultra-Lights**: This is the skill of operating ultra-light flying craft, such as parasails, hang-gliders, or ultra-light airplanes.

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# Special Skills

**Do Magic**: This is the skill of using Magical Spells. It is used to activate certain spells, and also confers a knowledge of Magic and associated Magical practices (although the Occult skill also confers a certain amount of this knowledge). It is not used to throw offensive spells such as Fireball or Magic Missile (the Sports or Throwing skill is used for this). It IS used to activate certain magic items, as well.

A Character with the "Spell Slinger" merit can use the Perception stat plus the Do Magic skill to detect the use of magic in an area (generally within a city block, or so), and to analyze magical effects. More, they can use their Will stat plus the Do Magic skill to attempt very minor magical effects. These minor effects can do no damage and offer no protection. They are limited to "showing off" with magical talent, with very minor utility function if any (lifting weights no more than an ouce, creating smoke or light, and the like). Doing minor magical effects costs 5 Risk.

**Martial Arts**: This is the skill of using esoteric abilities taught by the Martial Arts. This is not used for simple attacks (punches, kicks, head-butts, tackles), but for more esoteric activities (Using Chi to harden the body, walking on rice paper without leaving footprints, screaming really loud and turning blonde).

A Character with the "I Know Kung Fu" merit can use the Perception stat plus the Martial Arts skill to detect the use of Chi in an area (generally within a city block, or so) and to analyze another Martial Artist's style. More, they can use their Will stat plus the Martial Arts skill to attempt very minor Martial Arts feats, such as doing an extra point of damage or increasing their Damage Resistance by 1 for a single attack. Minor Martial Arts feats are limited to adding one point of effect (attack or defense), and cost 5 Risk to do.

**Use Cyberware**: This is the skill of manipulating mechanical and electronic equipment that has been grafted directly onto (or into) the character's body. While many uses of Cyberware do not require a roll on this skill (throwing something with a cyber arm, running on cyber legs), there are certain functions of Cyberware that require training and special conditioning to use (firing a gun built into an arm, activating a turbocharger for cyber legs).

A Character with the "Cyber Enhanced" merit can use the Perception stat plus the Use Cyberware skill to assess the Cyberware installed in another cyborg, determining what their capabilities may be. More, they can use their Will stat plus the Use Cyberware skill to push their Cyberware past its normal limits. Pushing Cyberware can either generate effects that the Cyberware was not originally designed to do (such as shorting out a security panel or firing off a spring or bolt like a bullet), or can double the Cyberware's effects for a single action. Pushing Cyberware costs 5 Risk.

**Use Psionics**: This is the skill of using mental powers beyond the ability of normal humans. It is used for telepathy, telekinesis, and using other psionic abilities.

A Character with the "Mind of Power" merit can use the Perception stat plus the Use Psionics skill to sense the use of mental powers in the local area (about a city block, or so). More, they can use their Will stat plus the Use Psionics skill to attempt very minor Psionic feats, such as sensing someone's surface feelings empathically or lifting miniscule weights (less than an ounce) with telekinesis, *without possessing those powers.* These uses of Psionic wild talent cost 5 Risk each.

**Use Powers** This is the skill of using Metahuman Powers. It is used to activate certain powers, and to perform "Stunts" with powers, pushing their limits.

A Character with the "Superlative" merit can use their Perception stat plus the Use Powers



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skill to sense the use of super powers within the local area (about a city block, or so). More, they can use their Will stat plus the Use Psionics skill to attempt very minor Super feats, such as surviving a fall from a great height or adding a single point of damage to a punch, *without having those powers.* Using minor Super feats costs 5 Risk each time.

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# RUNNING, JUMPING, and LIFTING

## Time and Movement: Running

The base unit of time in Hot Chicks: The Roleplaying Game is the Combat Turn, which lasts roughly five seconds.

The total of a character's base Speed stat, plus their ranks in Running, multiplied by 4 and rounded up is the number of feet that they can move in one combat turn. *E.G. Bob has an Agility of 7 and a Dexterity of 7, so his base Speed stat is 14. He has three ranks in the Running skill for a new total of 17. Multiplying this by 4, we find that Bob can move up to 68 feet per turn.*

Characters with ranks in the Running skill can add a "Burst of Speed" to their movement rate. To do this, they add their Stamina to their Running skill and roll 1d20. If the roll is a success (equal to or less than the total of Speed plus Running Skill), then the player records the difference between the total of Speed plus Running Skill and the die roll. The difference, the "Margin of Success," multiplied by 5, is added to their movement rate for this turn. As this is an extremely exhausting process, using a "Burst of Speed" costs the character one Shrug.

On a failure, the character can not add a "Burst of Speed" to their movement, but they do not lose a Shrug.

On a critical success, either the character adds their margin of success times eight (8!) to their running speed at the cost of one Shrug, OR the character adds their margin of success to their running speed, but they do NOT lose one Shrug.

On a critical failure, the character does not add a "Burst of Speed" to their movement, but they lose one Shrug anyway.

## Jumping for Distance

Characters can perform a Standing Jump for a distance, in feet, equal to the total of their Agility stat and any ranks they have in the Acrobatics, Sports, or Extreme Sports skill, divided by two, rounded up. *E.G. Bob has an Agility of 7 and three ranks in the Sports skill. He can standing jump five feet (7 + 3 = 10, 10 / 2 = 5).*

Characters who can run for a distance equal to their Speed stat, in feet, before jumping, can make a Running Jump for a distance equal to the total of one-half their Speed stat and any ranks they have in the Acro-



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batics, Sports, or Extreme Sports skill. E.G. Bob has a Speed of 14 and three ranks in the Sports skill. If he can take a run of 14 feet or more before jumping, he can make a Running Jump of 10 feet. (14 (speed Stat) / 2 = 7, 7 (Half of Speed Stat)+ 3(Sports skill) = 10 (running broad jump distance in feet)).

Characters with ranks in the Acrobatics, Sports, or Extreme Sports skills can add a "Burst of Speed" to their jumping distance. To do this, they add their Agility to the appropriate skill (Acrobatics, Sports, or Extreme Sports), then roll 1d20. On a success (equal to or less than the total of their Agility plus the appropriate skill), the player records the difference between the total of the character's Agility plus ranks in the appropriate skill and the die roll. This difference, the "Margin for Success," is added to the character's jumping distance in feet for that jump only. Doing this is an exhausting activity, and costs the character one Shrug.

On a failure, the character may not add a "Burst of Speed' to their jumping distance, but they do not lose one Shrug.

On a critical success, the character may either add TWICE their margin of success to their jumping distance in feet at the cost of one Shrug, or they may add their margin of success to their jumping distance in feet without losing one Shrug.

On a critical failure, the character does not add a "Burst of Speed" to their distance, but they lose one Shrug anyway.

## Jumping for Height

Characters can perform a Standing High Jump for a distance, in feet, equal to the total of their Agility stat plus their Strength stat, divided by two, PLUS any ranks in any one of the Acrobatics, Sports, or Extreme Sports skill, divided by four, rounded up. Or…

**( ( (Agility + Strength) / 2 ) + (Acrobatics, Sports, OR Extreme Sports Skill) ) / 4**

*E.G. Bob has an Agility stat of 7 and a Strength stat of 5. He is using his 3 ranks in the Sports skill to make a Standing High Jump. He adds his 7 Agility and 5 Strength together for a total of 12, and divides by 2 to get 6. He adds his 3 ranks in Sports for a total of 9. This he divides by 4, for a total of 2.25, which he rounds up to 3. Bob can make a Standing High Jump of 3 feet.*

If the character can get a running start of a distance equal to twice their Speed stat in feet, the character can make a Running High Jump. The height of the Running High Jump is equal to the total of their Agility stat plus their Strength stat, divided by two, PLUS any ranks in any one of the Acrobatics, Sports, or Extreme Sports skill, divided by two, rounded up. Or…

**( ( (Agility + Strength) / 2 ) + (Acrobatics, Sports, OR Extreme Sports Skill) ) / 2**

*E.G. Bob has an Agility stat of 7 and a Strength stat of 5. He has a Speed stat of 14. He is using his 3 ranks in the Sports skill to make a Running High Jump. He takes a running start of 28 feet (Speed of 14 X 2). He adds his 7 Agility and his 5 Strength together for a total of 12, and divides by 2 to get 6. He adds his 3 ranks in Sports for a total of 9. This he divides by 2, for a total of 4.5, which he rounds up to 5. Bob can make a Running High Jump of 5 feet.*

When making a Running High Jump, the character will travel a distance equal to half their Speed stat during the jump. *(E.G. In the above example, Bob, with a Speed stat of 14, will travel 7 feet (14 divided by 2) during his Running High Jump of 5 feet).*

Characters with ranks in the Acrobatics, Sports, or Extreme Sports skills can add a "Burst of Speed" to their jumping height. To do this, they add their Strength to the appropriate skill (Acrobatics, Sports, or Extreme Sports), then roll 1d20. On a success (equal to or less than the total of their Agility plus the appropriate skill), the player records the difference between the total of the character's Strength plus ranks in the appropriate skill and the die roll. This difference, the "Margin for Success," is added to the character's jumping height in feet for that jump only. Doing this is an exhausting activity, and costs the character one Shrug.

On a failure, the character may not add a "Burst of Speed' to their jumping height, but they do not lose one Shrug.

On a critical success, the character may either add TWICE their margin of success to their jumping height in feet at the cost of one Shrug, or they may add their



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margin of success to their jumping height in feet without losing one Shrug.

On a critical failure, the character does not add a "Burst of Speed" to their jumping height, but they lose one Shrug anyway.

## Lifting

Characters can lift a number of pounds equal to their Strength plus their ranks in the Lifting skill times 50. This is a dead lift, lifting the weight clear of the ground. *E.G. Bob wants to impress someone with his strength. He has a Strength of 5 and a 3 ranks in the Lifting skill. He adds these together for a total of 8. This he multiplies by 50, for a total of 400. Bob can lift a 400 pound barbell over his head.*

To lift up to this weight for more than one turn, the character must make a Stamina plus Lifting skill roll. The character adds their Stamina stat to their Lifting skill, and rolls 1d20. If the roll is a success (equal to or less than the total of their Stamina and Lifting skill), the player notes the Margin of Success (the difference between the total of Stamina and Lifting and the roll of 1d20). On a failure, the character can keep the weight in the air for only one turn.

The Margin of Success is the number of turns that the character can successfully keep the weight in the air. *E.G. Bob wants to keep his 400 pound barbell in the air as long as possible. He adds his Stamina of 5 to his Lifting skill of 3, for a total of 8. He rolls 1d20, getting a roll of 4. 8 – 4* = 4, so Bob can keep the weight in the air for 4 turns, or 20 seconds.

On a critical success, the Margin of success is doubled, and that is the number of turns that the character can keep the weight in the air.

On a critical failure, the weight is dropped, and the character takes one Shrug as they have strained themselves.

If the character wants to lift more weight, they can attempt to generate a "Burst of Strength." To do this, the character adds their Strength and their Lifting skill, then rolls 1d20. If the roll is a success (equal to or less than the total of Strength and Lifting), then the player records the Margin of Success (the difference between the total of Strength and Lifting and the 1d20 roll). On a failure, no "Burst of Strength" is gained.

On a success, the player multiplies the Margin of Success by 50. This is the number of additional pounds that the character can lift.

E.G. Bob really needs to try and lift a 500 pound refrigerator off of a friend of his. He can normally lift only 400 pounds, so he tries for a "Burst of Strength." He adds his Strength of 5 to his Lifting skill of 3, for a total of 8. He rolls 1d20, and gets a 5. His Margin of Success is a 3, which he multiplies by 50. He can lift an additional 150 pounds, for a total of 550 pounds – more than enough to get the mini-fridge off of his buddy.

The act of gaining a "Burst of Strength" is extremely strenuous, so on a successful roll, the character loses one Shrug. On a failed roll, the character does not get the "Burst of Strength," but they do not lose one Shrug.

On a critical success, the character EITHER multiplies their Margin of Success by 20, instead of 10, doubling the effects of the "Burst of Strength," OR they multiply the Margin of Success by 10 as normal, but do not lose a Shrug to the effort.

On a critical failure, the character not only does not gain the "Burst of Strength," but strains themselves, losing one Shrug.

## Carrying Capacity

Characters can carry up to 5 times their Strength stat in pounds of armor, weapons, and other equipment without incurring any penalty.

When a Character is carrying more than 5 times their Strength stat in pounds, but less than 7 times, they are at a penalty of -3 to their Agility stat, with the correspoinding loss of Speed.

When a Character is carrying more than 7 times their Strength stat in pounds, but less than 10 times, they are at a penalty of -6 to their Agility stat.

Carrying more than 10 times their Strength stat in pounds, but less than 20 times, the Character's Speed stat is reduced to 5, and they lose one Shrug for every quarter mile of movement.

Carrying 20 times their Strength stat in pounds, up to their Dead Lift, the Character's Speed stat is reduce to Zero - they can act, but they can not move.



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# QUICK REFERENCE

In the interest of speeding up character creation, here is a page with the formulas for figuring out the Secondary Statistics and the character's performance statistics.

## SECONDARY STATISTICS

| | |
|---|---|
| **Shrugs** | Stamina, divided by 2, rounded up |
| **Speed** | Agility plus Dexterity, plus any ranks in the Running skill |
| **Will** | Intelligence plus Stamina, divided by 2, rounded up |
| **Initiative** | Perception plus Dexterity, divided by 2, rounded up |
| **Damage Resistance** | Stamina times 2 |
| **Risk Points** | Will times 10 |

## PERFORMANCE STATISTICS

| | |
|---|---|
| **Running Speed** | Speed times 4 |
| **Standing Broad Jump** | (Agility + Acrobatics, Sports, or Extreme Sports) /2, in feet |
| **Running Broad Jump** | (Speed / 2) + Acrobatics, Sports, or Extreme Sports, in feet |
| **Standing High Jump** | ((Agility + Strength) / 2) + (Acrobatics, Sports, or Extreme Sports? /4, in feet |
| **Running High Jump** | ((Agility + Strength) / 2) + (Acrobatics, Sports, or Extreme Sports? /2, in feet |
| **Dead Lift** | Strength stat plus Lifting skill, times 50 |

## CARRYING CAPACITY

| | |
|---|---|
| **Carry Without Penalty** | Up to Strength times 5 |
| **Carry at -3 to Agility** | More than Strength times 5, less than Strength times 7 |
| **Carry at -6 to Agility** | More than Strength times 7, less than Strength times 10 |

Carrying over Strength times 10 (but less than Strength x20), Character moves with a speed stat of 5 and loses one Shrug for every quarter mile of movement.

Carrying over Strength times 20 (up to Dead Lift), Character can not move.



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# TASK RESOLUTION

To resolve a task, add the required statistic to the required skill (E.G. To unlock a door without the key, add Dexterity to Lockpicking). Add bonuses for equipment or miscellaneous bonuses, subtract penalties. (E.G. To unlock a door, add +1 for a good set of lockpicks, but subtract 2 for a particularly difficult lock, being picked in poor light).

Roll 1d20. A roll equal to, or under Stat plus Skill plus Bonus minus Penalty is a success. A roll over this number is a failure. A roll of one is a critical success, and the task is accomplished better than anticipated. A roll of 20 is a critical failure, and all hell is now free to break loose.

## Task Penalties

| | |
|---|---|
| Opposed by Average quality equipment | -1 |
| Opposed by Expert quality equipment | -2 |
| Opposed by Master quality equipment | -3 |

| | |
|---|---|
| Performing while at risk | -1 |
| Performing while in danger | -2 |
| Performing while in a firefight | -3 |

(For Non-Combat skills)

| | |
|---|---|
| Performing in poor light | -1 |
| Performing in bad light | -2 |
| Performing in near total darkness | -3 |
| Performing in total darkness | -4 |

| | |
|---|---|
| Working with mildly damaged equipment | -1 |
| Working with badly damaged equipment | -2 |
| Working with totally wrecked equipment | -3 |
| Working without necessary equipment | -5 |

| | |
|---|---|
| Performing after missing 1 night's sleep | -1 |
| Performing after missing 2 night's sleep | -2 |
| Performing after missing 3 night's sleep | -4 |
| Performing after missing 4 night's sleep | -8 |
| Et cetera | |

## Attribute/Skill Combinations

The attribute that is added to a given skill may change depending on the situation. In general, the Agility statistic is used for hand to hand and melee combat, the Dexterity statistic is used for firearms combat, and Stamina is used to resist physical stress.



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The Handguns skill will then most often be added to the Dexterity statistic. There will be times, however, when you're doing something with a handgun besides firing it.

To quickly examine a handgun to see if it is in proper condition to be fired, the GM might ask for a roll combining the Perception statistic with the Handgun skill. It's more a matter of perception to determine the condition of the pistol. To repair the pistol if it has jammed or otherwise been rendered inoperable, the GM might call for a roll against the Intelligence statistic plus the Handguns skill. That would be more a case of knowing what to do with the gun than firing it. (A roll of Intelligence plus Repair would also suffice for this task).

If a task requires brute physical force, the appropriate skill would be added to the Strength statistic.

If a task requires physical endurance, the appropriate skill would be added to the Stamina statistic.

If a task requires whole-body coordination, the appropriate skill would be added to the Agility statistic.

If a task requires manual dexterity, the appropriate skill would be added to the Dexterity statistic.

If a task requires raw knowledge or intellectual processing, the appropriate skill would be added to the Intelligence statistic.

If a task requires sensing, detecting, or perceiving, the appropriate skill would be added to the Perception statistic.

## Some Sample Tasks and their Stat/Skill Pairs

| | |
|---|---|
| Throwing a Punch | Agility + Hand to Hand |
| Fixing a flat tire | Strength + Repair |
| Examining a sample of a virus | Perception + Biology |
| Swinging on a rope from rooftop to rooftop | Agility + Acrobatics |
| Being on the bottom of a human pyramid | Strength + Acrobatics |
| Spotting a loose bolt in a circus trapeze rig | Perception + Acrobatics |
| Driving a car | Agility + Automobile |
| Fixing a car | Intelligence + Repair |
| Lifting a car | Strength + Lifting |

It is possible that more than one Statistic/Skill combination could be used for a given task. To clear a jammed firearm, a character could use Intelligence plus Repair, or Intelligence plus Handgun, or even Dexterity plus Repair. The GM should allow for a bit of bargaining, as players will no doubt want to use the most advantageous possible combination for their character.

If the player suggests a combination that the GM does not believe is appropriate, the GM may always veto the suggestion.

For Example: *Bob is looking at a piece of alien technology that looks like a laser pistol. The GM declares that Bob must make an Intelligence + Physics roll to figure out how to use it.*

*As Physics is not a strong suit for Bob, Bob's player asks "Can I use Intelligence plus Handgun instead? It sure LOOKS like a pistol, maybe I can figure it out."*

*The GM allows that the weapon is enough like a handgun that Bob can use Intelligence plus Handgun to figure out how to use it.*

*When the gun stops firing, the GM asks Bob's player to roll on Intelligence plus Physics to figure out what's wrong with the gun.*

*Again, Bob's player suggests that he could roll on Intelligence plus Handgun to figure out how to repair the odd device.*

*This time, the GM rules that the inner workings and function of the gun are substantially different from the workings of any Handgun Bob has ever tried to repair, and the Intelligence plus Handgun roll will not suffice. Bob must make the Intelligence plus Physics roll to determine how to make the alien device operate once more.*

## Tasks and Time

In a single turn (5 seconds), characters can accomplish very fast, simple tasks. This is ideal for combat, but not so convenient for trying to build a house. The following chart delineates the necessary time for accomplishing certain tasks… it is a general guideline.



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| TIME SEGMENT | EXAMPLE TASK |
|---|---|
| One Free Action | Make a bad combat pun |
| One Action | Throw a punch, shoot a gun, stab someone |
| One Turn | Draw a weapon |
| 1 Minute (12 Turns) | Repair a very simple machine |
| 5 Minutes | Refill a clip with ammo |
| 30 Minutes | Field strip a firearm |
| 1 Hour | Fix a simple machine, have good sex |
| 2 Hours | Maintain a complex machine |
| 6 Hours | Build a simple item |
| 12 Hours | |
| 1 Day | |
| 2 Days | Build a complex item |
| 4 Days | |
| 1 Week | Prototype a new kind of gun |
| 2 Weeks | Build a very complex or large item |
| 1 Month | |
| 3 Months | Prototype a very complex machine |
| 6 Months | |
| 9 Months | Make a Human (low tech method) |
| 1 Year | |

A character can get a +3 bonus on any task that they can do slowly and carefully, which means taking it one step slower on the Time and Tasks chart. I.E. – a character can get a +3 on a task that it normally takes one minute to do by taking five minutes to do it. This can only be used as a single shift… a character could not get a +18 on clearing a gun jam by taking six hours to do it.

Certain activities can be considered "Free" actions, taking effectively no time in combat. Speaking a sentence is considered a free action, as is drawing a weapon with the "Whip It Out" merit.

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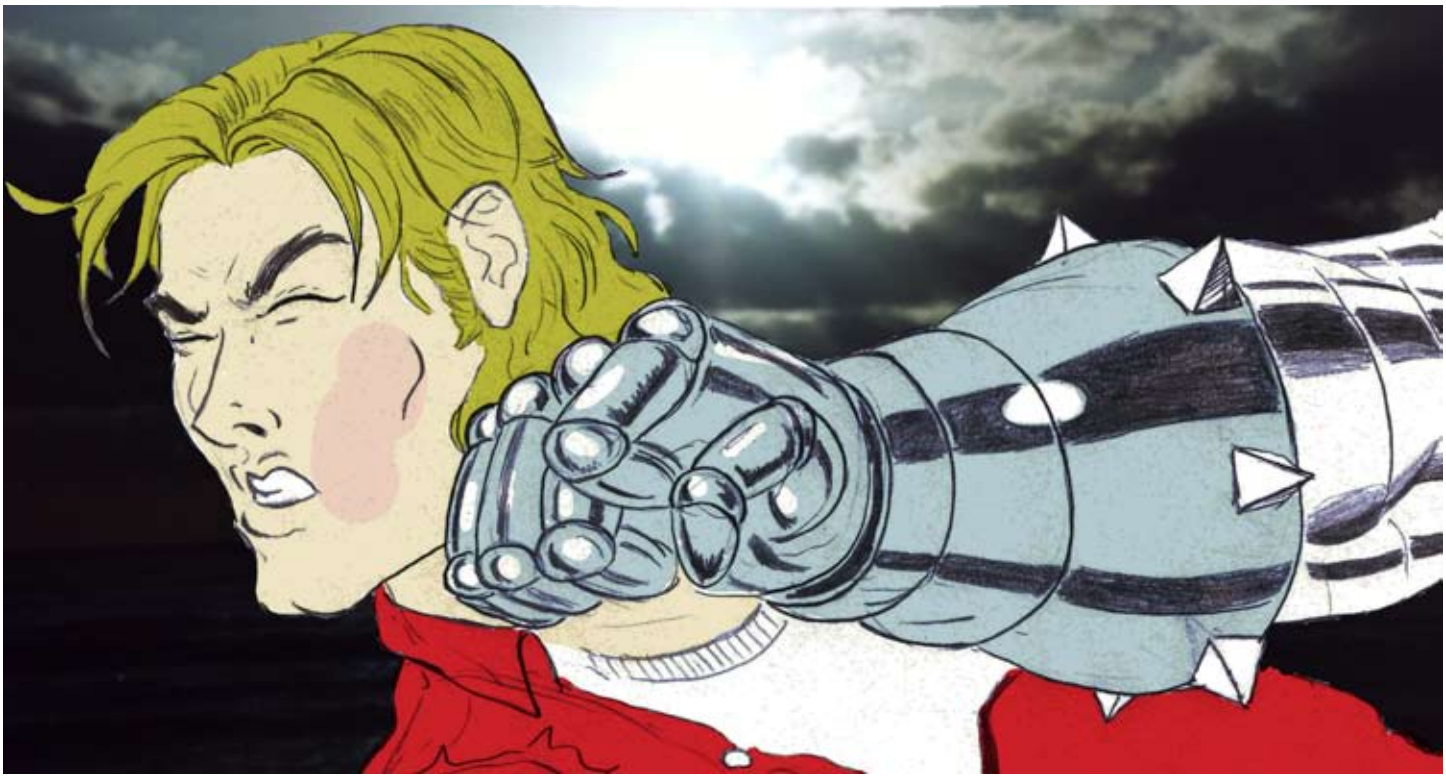

# COMBAT

## Determining Initiative

When combat begins, determine if any characters have been surprised. This is the case if any characters have no idea that an incoming attack is directed at them. Resolve these attacks first.

After the surprise attacks have been resolved, determine Initiative by rolling 1d20 for each character and NPC. Add this roll to the character or NPC's Initiative number (Perception plus Dexterity divided by 2). Highest initiative goes first, second highest goes second, et cetera. Groups of NPCs such as large Mook groups or Tentacle monsters can determine initiative off of a single roll.

If more than one Character and/or NPC have the same Initiative number, they are assumed to be acting "Simultaneously." All participants acting Simultaneously may attack normally and defend normally during their turn, suffering all effects from combat on the following Initiative number.

For Example: *Bob and Mook #7 roll the exact same Initiative number. Both of them roll attacks. Bob and the Mook both succeed on their attacks. The Mook rolls a Damage Resistance roll against Bob's incoming damage, and is knocked Unco. Even though the Mook is Unco, Bob still must make a Damage Resistance roll against the Mook's successful attack, because the attacks were Simultaneous. Bob succeeds in resisting the Mook's damage, and is unharmed.*

*On the next Initiative number, the Mook is Unconscious, and Bob waits for the next turn to act again.*

## Attacking

When attacking, first determine what type of attack the Attacker is going to use. For Hand to Hand or Melee attacks, add the Attackers Agility to the appropriate skill. For attacks involving Throwing or Firearms of some sort, add the Attackers Dexterity to the appropriate skill. Add any bonuses from merits or the weapon. Subtract any penalties for cover, moving target, or range. Roll 1d20, and try to roll under this number. If the roll is equal to or under the target number, the attack is a success. Note the amount by which the roll succeeded, this is the Margin of Success, which is used to calculate the roll for defense. If the roll is higher than the target number, the attack is a failure, and misses.

If the roll on 1d20 is a 1, the attack is a critical success. Any defense roll against a critical success must also be a critical success (rolling another 1), or the incoming



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attack will double the number of Shrugs done by the attack.

If the roll on 1d20 is a 20, the attack is a critical failure. Melee weapons are dropped, ranged weapons jam or otherwise malfunction, and hand to hand attacks unbalance the character so badly that they lose their next action.

If the target of an attack is directly to the front of a character, the attack occurs at no penalty. Attack a target to either a horizontal flank (the right or the left) or a vertical flank (above or below) incurs a penalty of –2. If the target is directly to the rear of the attacker, the attack is at a penalty of –4 (the same penalty for attacking in total darkness, as the target can not be seen).

## Forsaking Defense

A character can sacrifice any roll to defend themselves for a turn to gain a +3 bonus to attack. A character who Forsakes Defense for the turn can defend themselves normally again the next turn if they are still able. This is a desperation maneuver, putting all of one's energy and focus into pure attack.

## Multiple Attacks

It is possible to make more than one attack in a round. For every attack past the first, there is a cumulative –1 penalty to all attacks that round. *E.G. Bob wants to shoot the invading robot three times. There are two attacks past the first, so each of the three attacks is at a penalty of –2.*

Certain merits and abilities can reduce this penalty.

## Autofire

Unless noted in the description of the weapon, most Firearms are Single Shot. They can be fired more than once during a turn only by using Multiple Actions. Firearms with Autofire capability can fire more than one shot in a single action; either a three-round burst, full Autofire (up to 10 shots a turn), or can switch between the two.

If the weapon has variable Autofire (can switch between three-round burst and full Autofire, or perhaps even has a setting for Single Shot), it takes an action to switch between firing modes. Weapons that are cyberlinked or otherwise enhanced can be switched between modes as a free action.

When making an Autofire attack, the player must declare whether the attack is a 3-round burst or full Autofire.

If the attack roll is a success, the attacker notes the margin of success for the attack. Not only is this used to calculate the defense roll for the defender, but the margin of success, *up to the number of shots fired,* is the number of shots which will hit the target if the defense roll is failed. For each shot that hits the target, the target must make a separate Damage Resistance roll.

For Example: *Bob is firing an H&K MP5 at a slavering alien. He declares he is firing a three-round burst. With Bob's Dexterity of 5 and his Autofire skill of 4, that gives him a base 9 to hit (5+4=9). Bob manages to roll a 2 on 1d20, giving Bob a margin of success of 7. If the slavering alien does not dodge the attack, it will be hit with all three shots. Even though Bob's margin of success was 7, because he fired with only three shots, he can only hit with three shots.*

Example 2*: Bob wishes he'd fired more bullets, because the alien is still on him. He takes a turn to switch the MP5 to full Autofire, and fires again. This time he declares that the attack is the full rate of fire of the weapon – 10 shots. His base chance to hit is the same (5+4=9), and by all miracles, again he rolls a 2, giving him a margin of success of 7 again. If the alien does not dodge the attack, this time the alien will be hit with 7 shots. The means that 3 of the 10 shots will miss, but the alien was hit by more bullets in this attack.*

If the attack roll is a failure, all shots fired miss.

If the attack roll is a critical success, all shots that were fired hit the target, unless the target can critically suc-



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ceed on a defense roll.

If the attack roll is a critical failure, the gun is jammed having fired no shots. Autofire weapons are more likely to have jams, as they are somewhat more complicated than single fire weapons. In order to clear a jam, the player needs to make a roll on Intelligence plus the Automatic Weapons skill. On a successful roll, the weapon is cleared, and can be fired in the next turn. On a critical success, the weapon is cleared and can fire the same turn that it is cleared. On a failure, the weapon is not cleared yet, and another roll must be made. On a critical failure, the gun is ruined, and will never be fired again.

## Firearm "Kick"

Larger caliber firearms produce a certain amount of recoil when fired. This recoil is commonly referred to as a weapon's "Kick." In larger caliber firearms, Kick is applied as a penalty (generally from –1 to –3, but exceptionally large caliber weapons might have kicks higher than –3).

Kick penalties apply when a weapon is fired more than once in the same turn using Multiple Actions. This reflects the fact that firing a weapon that Kicks more often causes the shooter's aim to be thrown off by the Kick.

After Multiple Action penalties have been calculated, the Kick is applied as a cumulative penalty on all shots after the first during that turn.

For Example: *Bob is firing a .45 with a Kick of –2. He wants to shoot his opponent three times during one turn, so he starts by calculating the Multiple Action penalty. For three actions in a turn, Bob will take a penalty of –2 to each action – a –1 for each action past the first.*

*Bob adds his Dexterity of 7 to his Handgun skill of 7 for a total of 14. He subtracts 2 for the multiple action penalty, for a new total of 12. His first shot is rolled against a 12, and he rolls a 9 – scoring a hit.*

*His second (of three) shots incurs the Kick penalty of the gun – an additional –2. He takes his current total of 12 and subtracts 2 for a 10. He rolls an 11 – a miss.*

*His third shot incurs the Kick penalty cumulatively – he subtracts an additional –2 from the shot, for a new total of 8. He rolls a 6, hitting with the third shot.*

A Character with a high enough strength can suppress a certain amount of Kick, fighting the recoil of the gun with their sheer muscle power. Up to Strength 6, a character has no ability to suppress Kick. At Strength 7, a character can suppress one point of the Kick penalty. At Strength 8, a character can suppress two points of the Kick penalty. At Strength 9, a character can suppress three points of Kick penalty. It is theoretically possible, therefore, that a character with Strength 10 could suppress a hypothetical firearm with a Kick penalty of –4.

For Example: *In the previous example, Bob, with his strength of 7, was suffering the full –2 Kick penalty from his .45. With Bob's strength however, he can successfully suppress one point of the Kick penalty, so he suffers a cumulative –1 penalty, instead of the –2.*

| Strength Of | Suppresses |
|---|---|
| 1 to 6 | No Kick |
| 7 | 1 Kick |
| 8 | 2 Kick |
| 9 | 3 Kick |
| 10 | 4 Kick |

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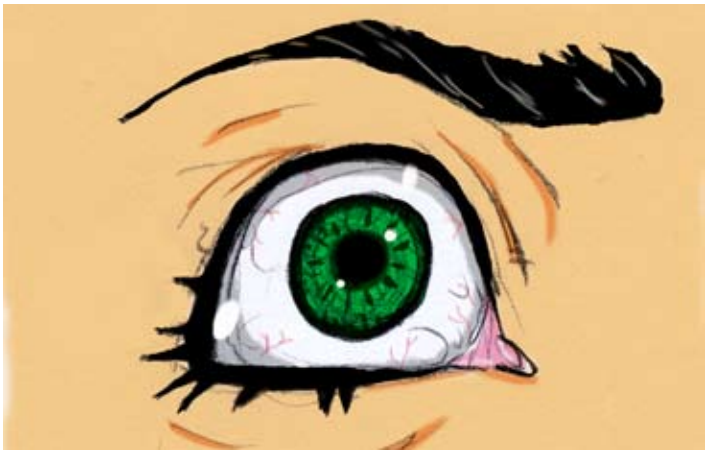
# Hit Location

An attack in which no specific target is declared is normally assumed to hit the target's center mass, or Torso. Certain attacks may be so imprecise or so unpredictable that the attack strikes a random hit location.

Random or wild attacks may hit a random location. These would happen if someone were firing blindly, or without thought. In such an attack, roll on the chart below.



## Random Humanoid Hit Location - Roll 1d20

| Roll | Location | Effect |
|---|---|---|
| 1 | Head | Damaging an opponent in the head will cost the target two additional Shrugs. A blow to the head also forces the victim to make a roll against their Stamina stat plus their Toughness skill. On a failure, the blow has knocked them unconscious. On a critical failure, they are not only Unco, but lose an additional Shrug. If the target is out of Shrugs, a head shot will not render the target Unco, but will kill them instead |
| 2-10 | Torso | All damage effects are normal |
| 11-12 | Arm | Hitting an opponent in a limb can not only cost the target a Shrug or take them Unco, but if a Character or Named NPC takes a Shrug as a result of a hit to a limb, that limb is Disabled, until medical attention can restore the lost Shrug. (Roll 1d20 to determine if the right or left arm is hit… even right, odd left). |
| 13-14 | Leg | Hitting an opponent in a limb can not only cost the target a Shrug or take them Unco, but if a Character or Named NPC takes a Shrug as a result of a hit to a limb, that limb is Disabled, until medical attention can restore the lost Shrug. (Roll 1d20 to determine if the right or left leg is hit… even right, odd left). |
| 15-16 | Hand | Damaging an opponent in an extremity, such as a hand or foot, will not cost the target a Shrug, but will disable that extremity until medical attention that would restore a Shrug can be acquired. (Roll 1d20 to determine if the right or left hand is hit… even right, odd left). |
| 17-18 | Foot | Damaging an opponent in an extremity, such as a hand or foot, will not cost the target a Shrug, but will disable that extremity until medical attention that would restore a Shrug can be acquired. (Roll 1d20 to determine if the right or left leg is hit… even right, odd left). |
| 19 | Vital | Damaging a target with a shot to a Vital area will also cost the target an additional Shrug. If the target is protected by Hard armor, a Vital shot bypasses that armor. Vital shots do not bypass Soft or Composite armor |
| 20 | Groin | Not only does a successful Groin hit cost the target an additional Shrug, but also forces the target to make a Will roll. On a successful will roll, the target can retain all of their weapons and equipment. If the Will roll is failed, the target drops everything held in their hands, clutches their groin, and spends one turn on their knees, after which they may act normally. This result is the same for both male and female targets. |



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## Called Shots

A player may take an additional penalty to make a "Called Shot," aiming for a particular part of an opponent. Hits are normally assumed to hit a target in center mass, which affects the target normally. (-0 Called Shot penalty)

Hitting an opponent in a limb can not only cost the target a Shrug or take them Unco, but if a Character or Named NPC takes a Shrug as a result of a hit to a limb, that limb is Disabled, until medical attention can restore the lost Shrug. (-1 Called Shot penalty)

Damaging an opponent in an extremity, such as a hand or foot, will not cost the target a Shrug, but will disable that extremity until medical attention that would restore a Shrug can be acquired. (-2 Called Shot penalty)

Damaging an opponent in the head will cost the target two additional Shrugs. A blow to the head also forces the victim to make a roll against their Stamina stat plus their Toughness skill. On a failure, the blow has knocked them unconscious. On a critical failure, they are not only Unco, but lose an additional Shrug. If the target is out of Shrugs, a called headshot will not render the target Unco, but will kill them instead. (-3 Called Shot penalty)

Damaging a target with a called shot to a Vital area will also cost the target an additional Shrug. If the target is protected by Hard armor, a called Vital shot will allow the attacker to bypass that armor. Called Vital shots do not bypass Soft or Composite armor. (-4 Called Shot penalty)

Damaging a target with a called shot to the Groin not only costs the target an additional Shrug, but also forces the target to make a Will roll. On a successful will roll, the target can retain all of their weapons and equipment. If the Will roll is failed, the target drops everything held in their hands, clutches their groin, and spends one turn on their knees, after which they may act normally. This result is the same for both male and female targets. (-3 Called Shot Penalty) {If the target has the "Hot Dude" Merit, a called shot to the Groin is at only a –2 Penalty]

## Aiming

A character or NPC may elect to spend a turn Aiming, rather than attacking. This means they are assessing the target, steadying their weapon, focusing their concentration, and determining that their next shot will be a hit. Aiming can have one of two possible effects.

Firstly, a character that spends a turn Aiming may gain a +3 bonus to their next attack This attack must come within three turns of taking the Aiming maneuver. If they wait longer than that, they will "lose the aim," and must take another turn to re-acquire it.

Secondly, the character may elect to take a Called Shot at NO PENALTY after an Aiming Maneuver. Again, this will occur on their next attack, and must be performed within three turns or the aim will be lost.

A character may use ONE of these effects after an Aiming maneuver – they can not do both.

## Hand to Hand Maneuvers

When attacking in Hand to Hand, using one's body as a weapon, there are certain options that make these attacks more efficient or more damaging. Some of these attacks are inherently more difficult to perform, but they generally give a benefit in the form of additional damage.

Strikes with the hand, suffer no penalty and do "standard" damage for Hand to Hand attacks. Standard damage for Hand to Hand attacks is the character's Strength stat plus any ranks in the Martial Damage skill. Hand attacks include punches, chops, spear-hand strikes, and the like.

Strikes with the foot suffer a penalty of –1, as kicks are somewhat more difficult than punches. By taking a foot off of the ground, the character sets themselves off balance, and reduces their stability. This penalty is offset by the fact that foot attacks, or kicks, do two more points of damage than hand strikes.

It is also possible to strike with the head, in a maneuver commonly known as the "Headbut." This maneuver is usually good only for very close in attacks. There is a penalty of – 1 to strike with this attack, but the attack does an additional point of damage.



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The Knees and Elbows are excellent striking surfaces on the human body. Striking with either an elbow or a knee suffers a – 1 penalty, as the attacker is not getting the benefit of the full length of the limb involved, but these attacks do an additional point of damage, as the striking surface is much harder and the surface area to which the force is applied is much smaller.

It is possible to strike with the entire body, in a Tackle. This is a high risk maneuver. There is a – 2 penalty to perform a Tackle, but should the Tackle succeed, not only does it do two additional points of damage, but both the attacker and the target make Damage Resistance rolls against the Tackle's damage. If the attacker fails this roll, the attacker loses a Shrug. If the target fails this roll, the target takes two Shrugs.

Finally, a maneuver considered a last resort by just about every Martial Art that teaches it. Biting is difficult to do in combat, having a penalty of -2. It does a character's Strength in damage, but because the teeth are sharp and designed to rip flesh, the opponent does not get to add their Toughness skill to their Damage Resistance when resisting the damage from a bite.

# Attack Penalties

### Target Position Relative to Attacker

| | |
|---|---|
| Target in front of Attacker | -0 |
| Target is on horizontal flank (Right, Left) | -1 |
| Target is on vertical flank (Above, Below) | -2 |
| Target is to the rear of Attacker | -4 |

### Cover

| | |
|---|---|
| ¼ cover | -1 |
| ½ cover | -2 |
| ¾ cover | -3 |
| Total Darkness | -4 |

### Moving Target

| | |
|---|---|
| More than 25 feet per turn, less than 75 | -1 |
| More than 75 feet per turn, less than 100 | -2 |
| More than 100 feet per turn | -3 |

### Range

| | |
|---|---|
| Point-Blank (Less than 5 feet) | +1 |
| Short | -0 |
| Medium | -1 |
| Long | -2 |
| Maximum | -3 |

### Called Shot

| | |
|---|---|
| Center Mass | -0 |
| Limb (arm, leg) | -1 |
| Extremity (hand, foot) | -2 |
| Head | -3 |
| Vital Shot (armor chinks) | -4 |
| Groin | -3 |
| Groin (on a Hot Dude) | -2 |

### Hand to Hand Maneuvers

| | |
|---|---|
| Punching | -0 |
| Kicking | -1 |
| Knee Strike | -1 |
| Elbow Strike | -1 |
| Head Butting | -1 |
| Full Body Tackle | -2 |
| Biting | -2 |

### Target Position

| | |
|---|---|
| Target is Prone | -1 |
| Target is Kneeling | -1 |
| Target is Sitting | -2 |

# Grappling

Characters and NPCs can elect to Grapple an opponent. To initiate a Grapple, the attacker adds their Strength stat to their Grapple skill. He rolls 1d20. On a successful roll (the total of Strength and Grapple or under), the attacker records his Margin of Success – the difference between his total and his roll. On a failure, the grapple is already a failure.

The target may elect to dodge (below) or counter-grapple. On a successful Dodge roll, the grapple is a failure. To counter-grapple a successful Grapple attempt, the



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target adds their Strength Stat to their Grapple skill, and rolls 1d20. On a successful roll, the target records his Margin of Success – the difference between his total and his roll. On a failure, the target is Grappled.

If the rolls of both the attacker and the target are successful, the attacker and the target compare their Margins of Success. If the attackers margin of success is higher than the targets margin of success, the target is Grappled. If the target's margin of success is higher than the attackers margin of success, the grapple attempt has failed. If the margins of success are a tie, the contest is re-rolled.

If the attacker rolls a critical success, the target must roll a critical success in order to avoid being grappled, otherwise they are automatically grappled.

If the attacker fails the roll, the target has not been grappled and need not roll.

If the attacker critically fails the grapple attempt, not only is the target not grappled, but the attacker takes one Shrug from physical strain.

On a successful grapple, the default assumption is that the attacker grapples the target around center mass. In this case, the target can no longer Dodge, and their Speed is reduced by the Speed of the attacker. (If this reduces the speed of the target to 0 or below, the target may no longer move, and may be dragged at one yard per turn in a direction chosen by the attacker).

For Example: *Bob is fighting a zombie, and against his better judgment, he elects to grapple with it. He adds his Strength of 7 to his Grapple skill of 4 for a total of 11, and rolls 1d20. He rolls an 8, and records his margin of success, 3 (11 – 8 = 3). The Zombie adds its strength of 5 to its grappling skill of 3 for a total of 8, and rolls 1d20. The Zombie rolls a 12. Bob has successfully grappled the zombie!*

*The Zombie can now no longer dodge, and its speed of 10 is reduced by Bob's speed of 18 – the Zombie can no longer move (10 – 18 = -8). Bob can drag the Zombie one yard per turn, if he so wishes… meaning he can toss it into that Tree Chipper only five yards away in five rounds!*

Grapple attacks can be Called Shots. To Call the location of the grapple attack, simply apply the Called Shot modifier as a penalty to the attackers Strength stat plus Grapple skill roll. The target takes no penalty in a Called Location Grapple attack.

If a Called Location Grapple attack successfully grapples a limb, then the target can not Dodge and their Speed is reduced as per a Center Mass grapple, but the grappled limb is also disabled. Any weapon held by a grappled limb is assumed to be dropped, and is on the ground.

If a Called Location Grapple attack successfully grapples an extremity, the target can still dodge and their Speed is not reduced, but any weapon held in that extremity is now being held by the attacker – the target has been disarmed. Extremity Grapples last only one turn, and do not hinder the target.

If a Called Location Grapple attack successfully grapples the target's head, the target can not Dodge, their Speed is reduced as per a Center Mass, and the target is blinded, and operates at a –4 Total Darkness penalty. More, until the Grapple is broken, the attacker can choose to make the target make a Damage Resistance roll as if the attacker had successfully hit with a Hand to Hand attack without making another attack roll.

If the attacker so chooses, with a successful Head Grapple, they can declare that they are strangling the target. The target begins the process of holding their breath, and if the grapple can be maintained for long enough, may begin to suffocate.

The attacker can Dodge while they have the target Grappled, but can do nothing else besides Maintain the Grapple, or release the Grapple.

Every turn that the attacker elects to Maintain the



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Grapple, a new Grapple attack roll is made between the attacker and the target. If the Grapple Attack roll should fail, the target has broken free of the grapple.

For Example: *Bob begins the process of dragging his grappled Zombie to the Tree Chipper. He has five yards to go, which will take five turns. The first turn, he has already beaten the Zombie in a Grapple contest, so he simply moves one yard.*

*The next turn, he and the Zombie must contest again. This time, Bob rolls a 3 against his target of 11, getting a margin of success of 8. The Zombie rolls a 2 against his target of 8, for a margin of success of 6. Bob has the greater margin of success, so he maintains his grapple and moves another yard. Three to go!*

*The third turn, Bob and the Zombie must contest again. This time, Bob rolls a 10 on his target of 11, getting a margin of success of 1. The Zombie rolls a 7 on its target of 8, getting a margin of success of 1. A Tie! The two re-roll their contest. This time, Bob rolls 11 on his target of 11, a success, but with a margin of Zero (0)! The Zombie rolls a 9 on his target of 8, a failure. Bob retains his grapple on the Zombie, and drags the zombie another yard. Two yards to the Tree Chipper!*

*The fourth turn, Bob and the Zombie must contest again. This turn, Bob rolls a 5 against his target of 11, getting a margin of success of 6. The Zombie rolls a natural 1 against its target of 8, a critical success! The Zombie breaks free of the grapple two yards short of the Tree Chipper and starts circling Bob warily… for a Zombie. If Bob wants to see some Zombie on Tree Chipper action, he's going to have to try for another grapple next turn.*

*A Grapple Attack that is NOT a called shot require that the attacker use both hands, therefore both hands must be free. Only a Grapple Attack that calls the Hands as their target can be made with only one hand, unless the Character has a power or Martial Art maneuver that makes one-handed Grapples possible.*

## Throwing an Opponent

When a Character or NPC has an opponent grappled, they may elect to Throw that opponent. This is a contested Grapple roll, as above, but should the attacker win the contest, the target is thrown a number of feet equal to the Strength stat of the attacker, in a direction of the attacker's choice. If this causes the target to strike something, treat this as a collision (see Collisions). If this causes the target to go over the edge of a roof or a cliff, treat it as a fall.

A target may elect to try to land on his/her feet when thrown – this requires a successful Agility plus Acrobatics roll, minus the Strength of the attacker. Should the target fail to land on their feet, they must make a Damage Resistance roll versus an Incoming Damage equal to the attacker's Strength stat plus their Martial Damage skill.

## Being Prone, Kneeling, and Sitting

The base assumption for combat is that all participants are up on their feet. When someone is knocked prone, or is in the act of rising to their feet, they operate a little less efficiently.

**Effects of Being Prone**: There is a benefit to being flat on the ground, or laid out on some other surface – you're naturally harder to hit. Attackers take a -2 penalty to attack a target that is prone. That's pretty much the sole combat benefit to being prone, however. A prone character has a -3 penalty to any attack other than use of a handgun or longarm. They can move only ¼ their Speed statistic in a turn by crawling along on their elbows and knees.

**Effects of Kneeling**: There is a -1 penalty to hit characters who are on their knees. A character fighting from their knees take a -2 penalty on any attack other than the use of a handgun, longarm, or archaic ranged weapon. They can not make a Hand to Hand attack declared as a Kick. They can move only ½ their Speed statistic in a turn.

**Effects of Sitting**: There is a -1 penalty to hit characters who are sitting. A character fighting from a seated position takes a -2 penalty on any attack other than the use of a handgun, longarm, or archaic ranged weapon. They can not move, unless the object they are sitting on is equipped with wheels, and then they are limited to ½ their Speed statistic in a turn.

**Standing Back Up**: A Prone character can get back to their feet by taking two turns to do nothing else. If



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they can make a successful Agility plus Acrobatics roll, they can get to their feet in one turn, but again they are able to do nothing else that turn. A kneeling or sitting character can stand in one turn, doing nothing else. The Martial Arts ability "Kip Up" allows a Character to go from prone to standing as a free action.

## Forsaking Attack

A character can surrender any opportunity to attack for a turn to gain a +3 to their defenses for that turn. A character forsaking attack can take no combat action aside from dodging or parrying, but can attack normally on the next turn.

## Dodging

A character who is aware of an incoming attack may elect to Dodge that attack. In order to dodge, the player adds their Agility to the Acrobatics, Sports, or Extreme Sports skill, and applies one half of the Margin of Success for the incoming attack (rounded up) as a penalty. The player rolls 1d20 and tries to get under this number. If the roll is a success, the attack has been avoided completely. If the roll is a failure, then the successful incoming attack roll scores a hit.

For Example: *Bob is being attacked by a maniac with a knife, and finds himself unarmed. The knife wielding maniac makes his attack roll with a margin of success of 4. Bob adds his Agility of 7 to his Acrobatics skill of 3 for a total of 10. He then subtracts half of the attack's margin of success (one half of 4 is 2) for a new total of 8. He rolls an 11 and is hit!*

In the event of a critical success, the character can immediately make a free attack. In the event of a critical failure, the Dodging character loses their next attack, but may still Dodge and parry normally. If the incoming attack is already a critical success, a critical failure on the Dodge roll scores a Double Critical Hit, and also costs the character two Shrugs.

When the attacker is directly in front of the defender, the defender dodges at no penalty. If the attacker is to the Horizontal flank (Right, Left) of the defender, or the Vertical flank (Above, Below) of the defender, the defender dodges at –1. If the attacker is to the rear of the defender, *and the defender is aware of the attack,* the defender dodges at –2. If the defender is not aware of the attack from the rear, there is no dodging it.

## Dodging Area Attacks

When a Character or NPC is caught in an attack that affects an area, such as an explosion or a dispersed gas attack, the only option the Character or NPC has is to Dodge. This is very difficult, as Area Attacks are by nature extremely hard to avoid.

Area Attacks have a listed Radius – the distance between the center of the attack and the edge of its effect in feet. To Dodge an Area Attack, the Defender adds their Agility stat to their Acrobatics, Sports, or Extreme Sports skill. Then, they subtract the Radius of the Area Attack from this total (regardless of how far from the center of the Area Attack they are). Then, they roll 1d20 and try to get equal or under this number.

On a Success, they have Dodged the attack, and take no damage.

On a Failure, they do not Dodge the attack, and are caught in the Area Attack.

On a Critical Success, they not only Dodge the attack, but they do not lose an Action to the Dodge.

On a Critical Failure, not only are they caught in the Area Attack, but they take an additional Shrug of damage from straining themselves trying to escape it.

For Example: *Bob is walking down the street when some malcontent throws a Grenade at him. The Grenade will explode with a Five (5) foot radius of Effect. Bob tries to dive out of the Area of the Explosion. Bob adds his Agility stat of 7 to his Acrobatics skill of 3 for a total of 10. He then subtracts the Grenade's radius of effect, 5, for a new total of 5. He rolls a 1d20, and rolls a 13. He fails to get out of the Grenade's Attack Area, and must not make a Damage Resistance roll against the Grenade's damage.*

## Parrying

A character who is aware of an incoming melee or hand to hand attack may elect to Parry that attack. In order to parry, the player adds the character's Agility to their Hand to Hand Accuracy or Melee Accuracy skill, and applies one half of the Margin of Success for the incoming attack (rounded up) as a penalty. The player rolls 1d20 and tries to get under this number. If the roll is a



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success the attack has been blocked completely. If the roll is a failure, then the successful incoming attack roll scores a hit. In either case, the character making the Parry does not lose an action.

In the event of a critical success, the character has parried so well that they score damage on the incoming attacker's weapon, be it a melee weapon, hand, or foot, forcing the attacker to either make a damage save, or take damage to their weapon. In the event of a critical failure, the incoming attack disables the parrying weapon, be it a melee weapon, hand, or foot. The character having critically failed the parry not only takes the damage normally, but if they were parrying using hand to hand, the limb they were parrying with is disabled. If they were parrying with a melee weapon, it is automatically dropped on a critically failed parry.

If the attacker is directly in front of the defender, the defender parries at no penalty. If the attacker is to the Horizontal flank (Right, Left) or the Vertical flank (Above, Below) the defender, the attack is parried at a –2. If the attacker is directly to the rear of the defender, *and the defender is aware of the attack*, the defender parries at a –4. If the defender is not aware of the incoming attack from the rear, it can not be parried.

Note that ranged attacks can not be parried, unless the character possesses a merit which makes this possible.

## Parrying Melee Attacks while Unarmed

When an attacker uses a melee weapon against a defender who is unarmed, the defender is at a distinct disadvantage. Parrying melee weapons while empty-handed is done at a penalty of -2: you're not parrying the weapon so much as you're parrying the arm behind the weapon, which is a more difficult proposition.

Should a defender fail a roll to parry an attack with a melee weapon, the damage is applied to the parrying limb. On a critical failure, the parrying limb is crippled. As usual, sufficiently massive damage may even amputate the parrying limb.

Armored gloves, chain wrapped around the palm, Ninja climbing claws (*Nekode*), or other items designed to armor or protect the hand allow this parry to be made at no penalty, as do having Armor Shrugs on the hands, or having certain Martial Arts abilities.

## Grapple Parries

A character may parry using the Agility statistic and the Grapple skill, but this is very difficult. Such parries suffer an additional -2 penalty. Should the Grapple Parry be successful, however, the attacker's attacking limb is successfully grappled.

## Disarming

A character can disarm an armed opponent in melee by making a contested roll between the attacker's Agility OR Strength plus Hand to Hand OR Melee and the defender's Strength plus the skill they are using to wield the weapon in question. The attacker rolls at -1, -2 if unarmed. If the attacker wins the contest, the defender has been disarmed, and the weapon is on the ground. If the attacker wins the contest with a critical success, the attacker is now holding the defender's weapon.

If the defender wins the contest, they retain their weapon. If they win the contest with a critical success, the attacker must make a Damage Save as if they have been hit in their arm with the weapon in question.

## Doing Damage

When an attack is successfully scored on a Character or named NPC, and defenses have failed, the target Character or NPC is in danger of being damaged.

Attacks that are based on bodily power use the attacking characters Strength stat as a basis for damage. In a Hand to Hand attack, the Character's Strength stat is added to their level of Martial Damage skill (if any), and any modifiers for the attack itself. This total is the incoming damage.

Attacks with Melee weapons are likewise Strength based, except for the case of certain exotic high-tech melee weapons. The Character's Strength stat is added to the Weapon's damage modifier, and then any levels in the Character's Martial Damage skill (if any) are added. This total is the incoming damage.

Firearms and certain exotic high-tech melee weapons have a listed damage. The listed damage of a weapon is the incoming damage.

The incoming damage is applied as a penalty to the targeted character's Damage Resistance, and then a Damage Resistance roll is made. If this roll is a success or a critical success, the targeted character takes no damage.

If the Damage Resistance minus Incoming Damage roll is a failure, the targeted character either marks off a Shrug, or if the targeted character has no more Shrugs



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to mark off, is rendered Unco.

If the Damage Resistance minus Incoming Damage roll is a critical failure, the attack does DOUBLE the amount of Shrugs of Damage it normally would.

The Toughness skill may be added to the Damage Resistance roll in certain situations.

If the attack is a Hand to Hand attack, or used a blunt Melee weapon such as a club or a staff, the character's Toughness skill **will** apply to the calculations for the Damage Save.

For Example: *Bob is being punched by a biker in a bar-fight. Bob's luck isn't with him tonight, he fails to dodge the attack, and is hit. The Biker's strength gives the incoming punch a damage of 9. Bob adds his Damage Resistance of 14 to his Toughness skill of 4 for a total of 18. From this number, he subtracts the incoming damage of 9, for a new total of 9 (18 – 9 = 9). Bob rolls 1d20, and gets a 15. The Biker's punch does one Shrug of damage, and Bob marks the Shrug off of his character sheet.*

If the attack is a ranged attack, or a sharp or impaling Melee weapon such as a sword or a knife, the character's Toughness skill **will not** apply to the Damage Resistance roll.

For Example: *Bob manages to fight off his Biker opponent, but one of the Biker's buddies comes at Bob with a knife. Bob doesn't see the attack coming, and the attack is successful. The Biker's buddy is bringing in 11 points of damage with the Knife. Bob can't add his Toughness skill to this roll, so he takes his Damage Resistance roll of 14, and subtracts the 11 points of incoming damage for a new total of 3 (14 – 11 = 3). Bob rolls 1d20, scoring a 2. The knife fails to find purchase in Bob, and does no damage.*

If the Damage Resistance Roll with modifiers is 25 or higher, the target character or NPC need not roll… the attack bounces off of them. If the total is 24 or less, the target rolls 1d20. Even if the target's total is 20 to 24, a roll of 20 on the 1d20 is a failure, but not a critical failure.

If the Damage Resistance Roll with modifiers is zero or less, the attack may remove additional Shrugs. If the new total is 0 to –5, the attack will remove an additional Shrug. For every additional five points under zero that the new total is reduced to, the attack will do an additional Shrug. A successful roll of 1 (a critical success) on the Damage Resistance roll will, however, completely negate any incoming damage.

As usual, however, on a natural 20 (a critical failure), the attack will double the Shrugs of damage.

For Example: *Bob is being shot at by a sniper using a rocket launcher. The weapon is listed as doing 30 points of Damage – it's an anti-tank weapon, for God's sake! Bob doesn't know the attack is coming, so the attacker hits him easily. Bob's Damage Resistance is a 14. Subtracting 30 from this number gives us –16; Enough of a penalty to cost Bob Four (4!) Shrugs! Unless Bob can roll a natural 1 on 1d20, he's hurt pretty badly!*

| Damage Save Total | Additional Shrugs Removed |
|---|---|
| 0 to –5 | 1 |
| -6 to –10 | 2 |
| -11 to –15 | 3 |
| -16 to –20 | 4 |
| -21 to –25 | 5 |
| Etc. | Etc. |

On a successful roll, the target character or NPC bounces the attack, and takes no damage. On a failed roll, the attack has done damage. The target Character or Named NPC marks off one Shrug (or more, if the attack was particularly damaging), unless they have no Shrugs left. When the target Character or Named NPC has no more Shrugs left, a failed Damage Resistance roll will knock them out, making them Unco (Unconscious).

A Character or Named NPC who is Unco is effectively out of the fight – they can be killed by a Coup de Grace (see below), or captured. A Character or Named NPC will remain Unco until they receive medical attention, unless they have a power or Merit that will restore at least one Shrug. When at least one Shrug is restored, the Character or Named NPC is no longer Unco.

Unnamed NPCs, or "Mooks," do not have Shrugs. They resist damage the same way that Characters and Named NPCs resist damage (by rolling Stamina plus Toughness times two, minus incoming damage), but once they fail this roll, they are automatically Unco until they receive medical attention that would normally restore a Shrug to a Character or Named NPC.

Unco Mooks are often the target of unusually cruel practical jokes.

Should a character or NPC take twice their maximum



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number of Shrugs, they are not Unco, but Dead. Only High Tech medical technology or some form of magic or miracle will return the character to normal function… short of this, they are deceased, bereft of life, an ex-character.

Should a character or NPC take three times their maximum number of Shrugs, they are not merely Dead, but Dead as Hell. Recovering from this state is the stuff of legend, as there isn't so much as a recognizable corpse left behind. Only epic quests and horrific risk to the rest of the party can hope to restore a Character who is Dead as Hell.

A Mook is considered Dead when it takes half it's Stamina in damage. Ultra Tech medical technology, magic, or miracles that would restore Dead PC will restore a Mook as well, but why bother?

It is possible through the use of special attacks and equipment to render a Character or NPC Unco without costing it all of its Shrugs. If a Character or NPC finds themselves "Unco with Shrugs," then any medical aid, drug, super-power, or ability which would normally restore a Shrug will bring the character back to Consciousness as well. If a Character or NPC is rendered "Unco with Shrugs" by some form of attack, they will remain Unco until they would normally regain at least one Shrug (a minimum of 6 hours without aid). This would be a very good time for their opponent to capture them and put them in a compromising or perilous situation, hint hint.

Certain poisons will also cause a state of "Unco with Shrugs" that can be recovered from by rest or personal healing powers alone. If a character is overcome by Alcohol, six hours of rest is probably what they need.

If the Character or NPC was reduced to "Unco with Shrugs" not by an attack, but by a condition such as starvation, thirst, or some other Environmental Hazard, no amount of rest will restore the Character or NPC to consciousness. Only external aid will help the Character or NPC in that situation.

## Taking Multiple Shrugs in Single Attacks

It may occasionally happen that a Character or NPC will take multiple Shrugs of damage from a single massive attack. This is virtually assured by taking a critical hit.

If a Character or NPC takes enough Shrugs to put them BELOW Zero Shrugs in one attack, the Character is automatically Unco, at least. With sufficient incoming damage, a Character or NPC could be reduced to Dead or even Dead as Hell with one blow.

If the Character isn't knocked Unco or killed by taking Multiple Shrugs from a Massive Attack (meaning they have at least one Shrug left), theoretically, they are still able to function at their peak capacity. At times like this, however, the GM may rule that there may be Cinematic Damage from the injury.

If a Character takes more than one Shrug in an attack, and still has at least one Shrug left, the GM may assign a penalty of up to -2 to all of the Character's rolls until the Character receives one Shrug's worth of healing of some sort, or heals one Shrug normally. This is not a hard and fast rule, however; such penalties should only be assessed when the GM considers it completely appropriate.

For Example: *Bob is having a bad day. He takes two of his four Shrugs in one attack by being shot with a small caliber weapon. It isn't a particularly dramatic moment, so the GM assesses no penalty from the injury.*

*Later that day, Bob gets clobbered very hard by a guy with a spiked club. Again, he takes two of his four Shrugs in one attack, but this time, the GM feels that assessing some Cinematic Injury would be appropriate. He gives Bob a -1,*



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*telling him that the club broke his collarbone and that the pain is interfering with his ability to fight. Bob will be at this penalty until he heals one Shrug back.*

## The *Coup de Grace*

A Character or NPC who is Unco is vulnerable to a *Coupe de Grace* (French for "blow of mercy"). This is an attack that instantly kills the Unco individual, usually a bullet to the back of the head or a blade across the throat.

Any attack, however, that does at least One Shrug of damage can be a *Coupe de Grace*. Given that the target Character or NPC is unconscious, the attack need not be rolled, merely declared.

Once a *Coup de Grace* has been administered, the target character is Dead, but not yet Dead as Hell. Only if additional steps are taken to degrade the corpse or to deliberately render the target unrevivable will they become Dead as Hell.

## Mook Blow-Through

Because Un-named NPCs have so little actual substance, it is possible that large amounts of damage done to them will pass through them, inflicting damage on things behind them.

If an attack hits a Mook that would do more than one Shrug of damage, and the Mook fails to save versus the Incoming Damage of that attack, then not only is the Mook rendered Unco, but the attack passes through the Mook losing only one Shrug. Anything behind the Mook must then avoid that attack, or failing to do so, save versus the same damage.

For Example: *Bob is completely surrounded by Ninjas. He aims his ridiculously powerful handgun at one Ninja, realizing that there are so many of them clustered around him that they are almost lined up in rows. Bob's handgun is doing Three Shrugs of damage to named characters and inanimate objects.*

*Bob successfully hits the first Ninja he shoots at, and the Ninja fails his Damage Resistance roll. The Ninja is knocked Unco, and the damage from the handgun is reduced by one Shrug, so two Shrugs of damage move through the first Ninja to the Ninja behind it. That Ninja also fails to Dodge the attack, and fails his Damage Resistance roll. The second Ninja is knocked Unco, and the gun's third Shrug of damage moves on to the next Ninja in the line. Predictably, that Ninja also fails to dodge, and fails to save versus the Incoming Damage. The last Shrug of the pistol's damage knocks the third Ninja Unco as well.*

## Damage and Armor

Armor can protect a character in two ways.

First, it can provide a bonus to the Damage Resistance roll. Armor that only does this is referred to as Soft Armor. This could be leather, chainmail, Kevlar, or even some form of high-tech armored clothing.

Secondly, it can provide a number of additional Shrugs to the character. Armor that only does this is referred to as Hard Armor. This could be plate mail, banded armor, ceramic trauma plates, or high tech plastics.

Armor that provides both benefits is known as Composite Armor. This would be wearing heavy Plate mail with a leather under-garment, or a suit of modern Kevlar riot gear with steel and ceramic Trauma plates.

Shrugs that one receives from wearing Hard or Composite armor are considered Armor Shrugs, and are only useful for taking damage. Armor Shrugs can not be used instead of Personal Shrugs when suffering from environmental hazards or poisons, nor can they be used to enhance performance as with a Burst of Speed or Burst of Strength.

Certain types of armor degrade with use, and must be repaired and replaced over time. Most purchased soft and composite armor, such as bullet-proof vests, armored suits, and the like, can be hit a number of times equal to the Damage Resistance that they add before they are considered useless, and stop providing protection. Hard armor can stop a number of hits equal to its Armor Shrugs times five before it becomes useless.

A hit is any attack that actually strikes the character, whether the armor stopped the damage or not.

Armor that is a part of the character's body, such as Cybernetic armor or the Armor Protection of Super Powers does not degrade.

There are certain more expensive armors which have



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a slower rate of degrading (can take more hits before becoming useless), and even VERY expensive armors which do not degrade at all... these are noted in their item descriptions.

Before a set of armor has become useless from taking too many hits, a successful roll against the Intelligence stat plus the Repair skill can restore the armor to its full function. Doing so takes materials, costing an amount equal to 1/50th the Armor's original cost, multiplied by the number of hits the armor has taken.

After a set of armor has become useless from taking too many hits, it's officially time to buy a new set, if one is able to.

## Amputations

If any single attack to a Limb or Extremity does a number of Shrugs of Damage equal to the character's maximum number of Shrugs, then that limb or extremity has been not only crippled, but also removed. This will, in all likelihood take the character to the edge of Unco, if not take it straight to Unco or kill them outright (if they're already somewhat damaged).

If the character manages to not only remain alive, but conscious, they are in deep trouble. Amputations of this sort will generally lead to death from shock and blood loss in a very short time. The character must roll 1d20 versus their Stamina stat plus their Toughness skill each turn after an Amputation. On a successful roll, the character does not lose a Shrug that turn.

On a failed roll, the character loses 1 Shrug that turn to shock and blood loss.

On a critical success, the character does not lose a Shrug that turn, and does not need to make a roll on the next turn (although after the next turn, the rolls will resume).

On a critical failure, the character is Dead, period. The rapid loss of blood pressure has caused the heart to seize up and it is over. Without some sort of magical or high-tech miracle, this character is done.

A character can be stabilized if another character or an NPC can get to them and make an Intelligence plus Medicine roll. This roll takes only one turn (tourniquets are easy to apply), and if successful, will stabilize the wounded character.

If the weapon that caused the amputation was an energy-based weapon, or was a weapon on fire, then the wound is considered to be cauterized as it is made, and the character merely loses the massive amount of Shrugs. They do not run the risk of bleeding out, although they may wish that they did.

Should a character take a number of Shrugs of Damage equal to the character's maximum number of Shrugs in a shot to the Head or to the Vitals, the character is Dead. Without some sort of magical or high-tech miracle, this character is done.

Should a character take a number of Shrugs of Damage equal to the Character's maximum number of Shrugs in a shot to the groin, treat it as a limb amputation – an amazingly cruel, horrifically painful limb amputation (regardless of gender). This situation will call for the character to make a roll against their Stamina statistic plus their Toughness skill, with a penalty of -4, to remain conscious.

## Knockback

When a character is hit by an attack, some kinetic force may be imparted to the character. In the case of most attacks, this kinetic force is negligible, but in some instances, Knockback may actually become a difficulty.

Knockback occurs only when a character actually takes damage. If the character makes a successful Damage Resistance roll against incoming damage, no Knockback is received.

When a character is struck by a projectile from a firearm, they will take a very small amount of knockback – a bullet doesn't carry a lot of kinetic energy, and is usually expending it all in one very small point. For every Shrug of damage taken from a projectile fired by a firearm, the target character will be knocked back one inch in the direction of the attack.

When a character is struck by a sharp or pointed melee weapon, they will also take a very small amount of knockback. Again, this is because the force of the blow is being expended in a small, concentrated area… the point of a knife or the edge of a blade. For every



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Shrug of damage taken from a sharp or pointed melee weapon, the target character will be knocked back one inch in the direction of the attack.

When a character is struck by a hand-to-hand attack, they will take somewhat more knockback. The force of a hand-to-hand attack is being applied in a larger area, and there is generally more mass behind the attack. For every Shrug of damage taken from a hand-to-hand attack, the target character will be knocked back one foot in the direction of the attack.

When a character is struck by a blunt melee weapon, they will also take more knockback than if the attack were a sharp or pointed melee weapon, because the force is being applied to a larger area. For every Shrug of damage taken from a blunt melee weapon, the target character will be knocked back one foot in the direction of the attack.

When a character is caught in an explosion, they will take considerable knockback. The pressure wave of an explosion applies its maximum force over the entire surface of the target, conveying a great deal of kinetic force. For every Shrug of damage taken from an explosion, the target character will be knocked back one yard in the direction of the attack.

Characters taking three feet or more of Knockback will have to make a roll against their Agility stat and their Acrobatics, Sports, or Extreme Sports skill to retain their footing. A success or critical success on this roll means they remain standing. A failure on this roll means they fall to the ground. A critical failure on this roll means that they both fall to the ground AND take a Shrug from falling badly.

Once the amount of Knockback a character will be taking is determined, it is possible that the knockback will cause the character to strike something as it is knocked back. If a character is traveling more than three feet in Knockback, and strikes something before they travel the entire distance, they must make a Damage Resistance roll against an Incoming Damage of the total number of Yards they were initially knocked back. Treat this as a collision – the object or individual struck by the Knocked Back character must also make this roll, if they fail to dodge it. The Toughness skill can be added to this Damage Resistance roll.

For Example: *Bob manages to get caught in the explosive radius of a Grenade. The Grenade does two Shrugs of damage that Bob fails to avoid. So, after taking his two Shrugs, Bob is knocked back six feet – two yards (one for each Shrug). Unfortunately, Bob is one yard away from a brick wall. Bob hits the brick wall and must roll his Damage Resistance of 14 against an incoming damage of 2 – the total number of Yards of Knockback he received. His Toughness skill of 4 is added in, making the Damage Resistance roll 14 + 4 = 18, -2 for Incoming Damage for a new total of 16. He rolls a 12, and manages to avoid taking any more damage from hitting the wall.*

| Character Attacked By | 1 Shrug Knocks Character Back |
|---|---|
| Bullet | 1 Inch |
| Sharp Melee Weapon | 1 Inch |
| Hand to Hand attack | 1 Foot |
| Blunt Melee Weapon | 1 Foot |
| Explosion | 1 Yard |

## Binding Attacks

Binding Attacks are a special class of attack which do not do damage, but which cost the target the use of one limb, movement, or the ability to breathe.

A Binding Attack requires that an attack roll be made as usual. The attack may be a Called Shot, but if it is not Called, the attack will default Center Mass (the Torso).

If the attack strikes the target's Torso, the character is considered bound to the ground where they are, unable to move. (If the target was in the air, this will cause them to drop to the ground and become bound to it. If the target was in water or some other environment, they will be dropped to the most solid surface under them. If this puts the depth of the fluid over the target's head, the target will begin the process holding their breath until they are freed or until drowning occurs.

If the attack strikes the target's head (or neck), the character may still move, but until the binding is removed, the target can not breathe. This may cause suffocation.

If the attack strikes a limb, that limb is immobilized. The attacker may determine whether the limb is bound to the ground, or to the target's Torso. If the limb is bound to the ground, the target is unable to move from that spot. (If the target was in the air or water, this acts the same as a Torso hit in that environment). An immobilized limb may not be used to attack, grapple, or in fact to do anything other than attempt to free itself



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from the binding.

If the attack strikes an extremity, that extremity is immobilized. Again, the attacker may determine whether the extremity is bound to the ground or to the target's torso. Again, if the extremity is bound to the ground, the target is unable to move from that spot, and if the target was not on the ground, this acts as a Torso hit in that environment. Items held in the target's hand may not be used, but they may also not be dropped.

Binding attacks to the Vitals or to the Groin act exactly the same as Binding attacks to the Torso.

Binding attacks have four components.

The **Binding Strength** of a Binding Attack is the Strength Stat that must be contested to "power" your way out of the attack. "Powering" out of a Binding Attack takes six turns to accomplish… thirty seconds of effort. (A successful roll on the Escapology skill halves this time.)

The **Binding Difficulty** of a Binding Attack is the penalty to the Escapology skill to "finesse" your way out of the attack. "Finessing" out of a Binding Attack takes twelve turns to accomplish… one minute of effort. (A successful uncontested Strength roll halves this time).

The **Binding Defense** of a Binding Attack is the Damage Resistance of the Binding Attack, should you choose to attack the binding itself.

The **Binding Shrugs** of a Binding Attack (if it has any) is the number of Shrugs that must be exhausted before a successful attack on the Binding Attack will destroy it.

Attacking a Binding Attack to free one's self can be done as often as the character can still attack.

For Example: *Bob has met a wizard to uses a Binding Spell on him, striking him in the right arm. The wizard declares that the binding attack binds Bob's arm to the ground, pinning him in place. Then the Wizard sets a bomb to go off in twenty seconds, and teleports away.*

*The Binding Attack has a Strength 9, a Difficulty of –2, a Defense of 18, and 1 Shrug.*

*Bob, with his strength of 5, could attempt to power his way out of the bind with a successful contested strength roll, but he doesn't think his chances are that good.*

*Bob doesn't have any ranks in Escapology, but he could attempt a straight Dexterity roll to attempt to finesse his way out of the bind. This would take one minute to accomplish, however, and Bob only has twenty seconds. Less, if he thinks about things for too long.*

*Bob's right arm is pinned. Fortunately for Bob, he is Ambidextrous, and takes no penalty to attack the Binding attack with his left arm. Bob fires his Very Heavy Caliber Handgun at the binding attack (making sure to fire at the point where it touches the ground, NOT at the point where it touches his arm), and successfully hits it (there is no attack penalty). His gun does 20 points of damage, which exceeds the Defense of 18 on the Binding Attack. The GM rolls a Damage Resistance roll for the Binding Attack anyway… even with penalties bringing the total Damage Resistance to –2, a roll of a natural 1 on the die will resist all damage. The GM rolls a 12, however. The VHC Pistol not only does it's Shrug, but an additional Shrug for exceeding the target's Damage Resistance. Because the Binding Attack has only one Shrug, it is destroyed.*

*Now Bob has a full 15 seconds to get the hell away from the bomb.*

## Flash Attacks

Flash Attacks are attacks that target a specific sense (vision, hearing, smell, taste, touch), and attempt to overload it. Some Flash Attacks may affect multiple senses at the same time.

Flash Attacks can be either melee or ranged attacks. A Flash Attack imposes a specific penalty, which is listed with each specific Flash Attack. A roll to hit is made, as per a physical attack. Flash attacks can not be parried, but they can be Dodged. Flash attacks are often area attacks with a radius - as with any Area attack, Dodging the attack is at a penalty equal to the radius of the attack in feet.

If a successful roll to hit is made to land the Flash Attack, the target of the Flash Attack rolls their Perception



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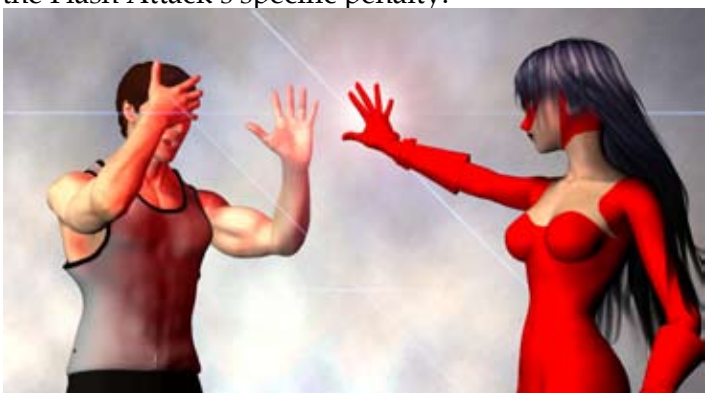
stat plus their Toughness skill, with a penalty equal to the Flash Attack's specific penalty.



If this roll is a success, the target has successfully resisted the Flash Attack, and is unaffected.

If the roll is a failure, the target loses the targeted sense(s) for one turn for every –1 of penalty imposed by the Flash Attack.

For Example: *Bob is targeted by a Magic User who is trying to blind him. The Magic User successfully lands a Vision Flash attack with a –5 penalty. Bob adds his 7 Perception stat to his 5 Toughness skill for a total of 12. The Flash Attack's –5 is subtracted from this, leaving Bob to try to roll a 7 or less. He fails this roll, and is now blinded (acting in Total Darkness for a –5 to all actions) for five turns.*

If the defense roll is a critical success, not only did the Flash Attack not work, but the target is immune to that particular Flash Attack for another twelve combat rounds – a full minute.

If the defense roll is a critical failure, the shock of the Flash Attack also costs the target One Shrug.

## Area Attacks: Explosions and Such

Attacks which cover an entire area with damage or some other effect are very difficult to Dodge. Area Attacks have a given Radius – the maximum distance, in feet, between the center of the attack and the outside edge of its effect. A small grenade might have a Radius of 5, while a Nuclear Device might have a Radius of 5,000 or more.

Characters or NPCs caught in the Radius of an Area Attack may attempt to Dodge out of the way, at a penalty equal to the Radius of the Attack. (Obviously, not many are going to Dodge a Nuclear Device – that's why Nukes are Bad).

Anyone or anything that fails to Dodge the Area Attack must make a Damage Resistance roll versus the Damage of the Attack – IF the Attack does damage.

Some Area Attacks will affect Characters in other ways. They might be dispersed gas attacks, which may cause Characters to save versus Poison. They might be Stunning attacks, which may cause Characters to make a Stamina plus Toughness roll to avoid being knocked Unco. The damage and/or other effect of a given Area Attack will be listed with that Attack.

For Example: *Bob, wondering why his is Dodging yet another Grenade, sees the Grenade hit the ground in front of him. He adds his Agility of 7 to his Acrobatics of 3 for a total of 10. Then he subtracts the Grenade's Radius of 5, for a new total of 5. Sighing in resignation, he rolls 1d20. Amazingly, the dice comes up with a 4, and Bob dives clear of the Grenade's radius of effect.*

*His joy is short lived when a second, slightly different Grenade hits the spot where he landed. This is a Gas Grenade with a Radius of 10. "You are f*cking KIDDING me," Bob says, adding his Agility of 7 to his Acrobatics of 3 for a total of 10. He subtracts the Radius of the Gas Grenade (10) for a total of 0. He must roll a natural 1 on 1d20 in order to not be caught in the Area Attack. He rolls, making a valiant effort, but the die comes up an 11. Bob is caught in a cloud of green, choking gas, and must make a Stamina plus Toughness roll to avoid the effect of the gas.*

## Throwing Distance And Damage

A character can throw an object which s balance for throwing and designed to do damage, such as a throwing knife or shuriken, as far as the statistics for the weapon will allow, for the listed amount of damage.

Unbalanced objects are much more difficult to throw, and heavier ones, while they do more damage, are harder to throw for distance. Throwing an unwieldy item (one not defined as balanced for throwing) incurs a penalty of -2 to the Throwing skill. (While unwieldy, manhole covers might be considered balanced due to their shape. The GM should take things like this into consideration).

A character can throw an object weighing up to a number of pounds equal to their strength statistic a maximum distance equal to their strength statistic, plus their throwing skill, times five.

For every pound of weight (or portion of a pound) over this limit (Strength in pounds), subtract five feet from the maximum distance of the throw.



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An object does its weight, in pounds, plus the thrower's strength, as incoming damage, up to a maximum of twice the thrower's strength. Certain super abilities might increase this limit.

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# BREAKING THINGS

All inanimate objects have a Damage Resistance statistic. Some exceptionally tough objects also have a number of Shrugs. Characters must overcome the Damage Resistance of an object, and exhaust its Shrugs, in order to break it.

To break an object, a character rolls to attack it. If the object is completely stationary, the character enjoys a + 4 bonus to hit it – there is little chance that a mailbox, parked car, or cinderblock will be able to avoid an attack. If the object is in motion, or is being held by someone in motion, it is attacked normally.

Once an object is hit, the damage being done by the character is subtracted from the object's Damage Resistance, and 1d20 is rolled. If the number rolled on 1d20 is greater than the object's Damage Resistance minus the incoming damage, the object is either broken (if it had no Shrugs), or one Shrug is removed from the object.

If an object has Shrugs, then it's Shrugs must be completely removed before a failed Damage Resistance roll will break it. Removing the last Shrug does not break the object… after the last Shrug is removed, the object must still fail a Damage Resistance roll.

If the object succeeds on it's DR roll, it has not been broken. If a Hand to Hand attack was used to attempt to break the object, the character making the Hand to Hand attack will take one Shrug if the object succeeds on it's DR roll.

*E.G. – Bob wants to break a cinderblock with his amazing Karate skillz. He successfully attacks the stationary cinderblock, having had a + 4 bonus to do so. He adds his strength of 5 to his Hand to Hand Damage skill of 3, for a total of 8.*

*The Cinderblock's DR is a 25. Bob's damage of 8 reduces the Cinderblock's DR roll to a 19 (25 – 8 = 17). If the Cinderblock rolls an 18, a 19, or a natural 20, Bob has cost the Cinderblock one Shrug (it has 2 to begin with). The cinderblock rolls a 14 on its DR roll, and Bob takes one Shrug as he grabs his injured hand and yelps.*

When striking inanimate objects (not while engaging other characters or NPCs in combat), it is possible to apply a "Burst of Strength" to damage. This takes time and concentration, so it is not a viable option during combat.

To add a "Burst of Strength" to damaging an inanimate object, the character adds their Strength and their



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Hand to Hand Damage skill, then rolls 1d20. If the roll is a success (equal to or less than the total of Strength and Hand to Hand Damage), then the player records the Margin of Success (the difference between the total of Strength and Hand to Hand Damage and the 1d20 roll). On a failure, no "Burst of Strength" is gained.

On a successful roll, the Margin of Success is added to the character's damage for that attack only. E.G. *Bob is humiliated by failing to break the cinderblock. He summons his inner strength, adds his Strength of 5 to his Hand to Hand Damage skill of 3 for a total of 8, and rolls 1d20. He rolls a 4, and records his Margin of Success (8 – 4 = 4). He can now add 4 to his Damage total of 8, for a new total of 12.*

Performing a breaking blow of this nature is a strenuous activity. On a successful "Burst of Strength" roll (whether the object is damaged or not), the character performing the "Burst of Strength" loses one Shrug.

On a failed "Burst of Strength" roll, the strike is resolve normally, without any additional damage being done to the inanimate object, but the character does not lose one Shrug.

On a critical success on the "Burst of Strength" roll, the character has the option of doubling the Margin of Success for a damage bonus, doing one additional Shrug of damage to the inanimate object, OR using the straight Margin of Success for a damage bonus and doing one Shrug, but not losing one Shrug to the effort.

On a critical failure of the "Burst of Strength" roll, the character does not receive any bonus to the damage of their attack on the inanimate object, and they lose a Shrug to strain. Note: If the character should also fail to do damage to the inanimate object, they will still suffer the Shrug for this failure, so a critically failed "Burst of Strength" roll in this situation may cost the character 2 Shrugs!

Some Damage Resistance and Shrugs for common materials and items…

| Item | DR | Shrugs |
|---|---|---|
| Paper | 1 | - |
| Wood Ruler | 5 | - |
| Wood 2 by 4 | 20 | 1 |
| Sheet Metal | 15 | 1 |
| Steel I Beam | 40 | 4 |
| Granite Boulder | 60 | 6 |
| Cinderblock | 25 | 2 |
| Standard House Wall | 20 | 1 |
| Security Wall | 35 | 3 |
| Whatthefucknium | 75 | 7 |
| Standard House Door | 20 | 2 |
| Security Door | 35 | 3 |
| Standard Car | 25 | 9 |



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# ENVIRONMENTAL HAZARDS AND OTHER PROBLEMS

There are factors other than Combat which can lead a character to receive damage and lose Shrugs. There are also other conditions that a character can succumb to besides damage.

## Falling

When a character falls a moderate distance, there is some chance of survival. When a character falls a great distance, they are almost assuredly going to become a wet spot on the ground.

The distance that a character can fall without worrying about injury is equal to the character's Damage Resistance. *E.G. – Bob, with his Stamina of 5, can handle a fall from 10 feet without too much difficulty – Damage Resistance is equal to Stamina x 2, so 5 x 2 = 10.*

For heights greater than the character's Damage Resistance, the character must make a Damage Resistance roll against damage calculated as the height of the fall, in feet, minus the character's Damage Resistance.

E.G. *Bob takes a fall from 15 feet. His Damage Resistance is 10, so Bob subtracts his 10 Damage Resistance from the 15 feet of the fall for Incoming Damage of 5. Bob's Damage Resistance is a 10, so he must roll a 5 or below in order to avoid taking damage from the fall.*

A critical success on the Damage Resistance roll will negate all damage for a fall of up to 50 feet. Past 50 feet, a critical success on the Damage Resistance roll halves damage.

A critical failure on the Damage Resistance roll DOUBLES the number of Shrugs that a character takes from a fall.

Certain items and/or situations can mitigate some of the damage for a fall. The bonuses for these mitigators is added to the victim's Damage Resistance for the purposes of determining damage from the fall only.

| Fall Mitigator | DR Bonus |
|---|---|
| Soft Armor, per +1 DR | +5 DR |
| Safety Rated Helmet | +10 DR |
| Safety Rated Pads | +5 DR |
| Stuntman's Airbag | +30 DR |
| Rolling Agility + Acrobatics | + 10 DR |
| Wet Sponge | +1 DR |
| Diving into Water | Special* |



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*Up to a point, taking a high dive into water is a tremendous mitigator. With a successful Agility plus Sports, Extreme Sports, or Acrobatics roll, a fall from up to 300 feet can be completely mitigated by falling into 20 feet or more of water. Even without a successful roll, falling from that height into water will do, at most one Shrug. Past 300 feet, however, this fall is treated the same as falling onto concrete… once a certain point of acceleration is passed, striking water is no different from striking asphalt.

## Collisions

Collisions occur when a person or object travelling at speed intersect with another person or object. As a rule, if you're measuring the speed you're travelling in Miler Per Hour, you are traveling "at speed."

The speed of the collision is the TOTAL speed of the collision. If a train leaves Chicago traveling east at fifty miles an hour, and it hits a train from New York travelling west at forty miles an hour, the speed of the collision is ninety miles an hour. That's probably going to leave a mark,

Once all attempts to avoid the collision have failed, the Incoming Damage for each person or item involved in the collision is equal to one half of the speed of the collision in Miles per Hour.

For Example: *A gun-toting psychopath gets blown off of his motorcycle as he is travelling ninety miles an hour. He is going to collide with the ground at ninety miles an hour. One half of ninety is forty-five… the psychopath is going to have to deal with an Incoming Damage of 45.*

Because speed on the personal level is measured in Feet per Turn, here is a handy conversion chart to let you know when you're in trouble.

| Feet per Turn | Miles per Hour (approx) |
|---|---|
| 10 | 1 |
| 20 | 3 |
| 30 | 4 |
| 40 | 5 |
| 50 | 7 |
| 60 | 8 |
| 70 | 10 |
| 80 | 11 |
| 90 | 12 |
| 100 | 14 |
| 110 | 15 |
| 120 | 16 |
| 130 | 18 |
| 140 | 19 |
| 150 | 20 |
| 160 | 22 |
| 170 | 23 |
| 180 | 25 |
| 190 | 26 |
| 200 | 27 |

Armor is of limited value in a collision. The purpose of armor is to spread the damage from a small point of impact into a larger area, diffusing the power of fists, knives, or bullets. A collision is already doing its damage over a large area – generally the individual's entire body. When making a Damage Resistance roll against the Incoming Damage from a collision, a character does not add the Damage Resistance bonus from their armor, nor does the armor's Shrugs absorb any of the Damage. Armor isn't useless in a collision though – it functions as a mitigator.

There are a number of factors that can reduce the risk of serious injury in a collision. These mitigators are things which slow down the time of the impact, cushioning people involved in collisions and making it easier for them to whistand collision damage.



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| Collision Mitigator | Bonus |
|---|---|
| Wearing any Soft Armor | +5 DR |
| Wearing any Hard Armor | +10 DR |
| Safety Rated Helmet | +10 DR |
| Safety Rated Pads | +5 DR |
| Airbags | +20 DR |
| Seatbelts | +20 DR |
| Stunt Harness | +30 DR |
| Being in an enclosed vehicle | +20 DR |
| Roll Cage | +40 DR |
| Crash Engineering (Death Proofing) | +50 DR |

## Suffocation

A character who is, for any reason, unable to breathe is in danger of Suffocating. A character can hold their breath, or go without breathing, for a number of turns equal to their Stamina plus the higher of their Toughness, Swimming, or Zero-G skills. After this point, the character is considered to be Suffocating, and may succumb to the lack of air.

Every turn that a character is Suffocating, they may add their Stamina to their Toughness or Swimming skill, subtract the number of turns that they have been Suffocating, and roll 1d20.

On a successful roll, the character is holding what little breath they have, and continuing to function normally.

On a failed roll, the character is succumbing to the effects of suffocation, and loses one Shrug.

On a critical success, the character not only endures for this turn, but will also be able to function the next turn without re-rolling the suffocation check.

On a critical failure, the character succumbs to the suffocation even more, losing 2 Shrugs.

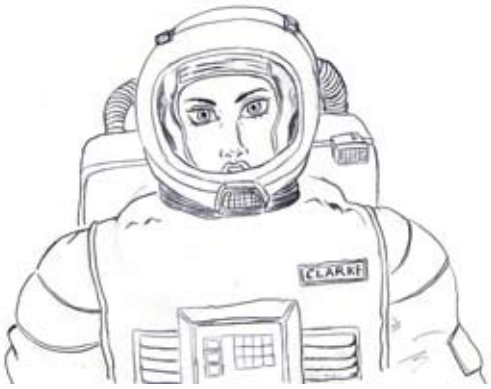
This continues until the character either gets back to a situation where they can breathe normally, or they fall Unco.

If the Unco character is still in a situation where they can not breathe (drowning, being strangled, space suit sealed and out of oxygen), they take one more Shrug each round they still have no air.

As usual, once the character has lost twice their maximum number of Shrugs, they are Dead. At this point, the character stops taking Shrugs – they do not proceed on to the state of "Dead as Hell," unless they are in a vacuum – see below.

## Vacuum

There are two ways to enter a Vacuum without proper equipment (E.G. – A space suit). There is the "good" way, which is to enter the vacuum slowly, hyperventilating the whole time to oxygenate the blood, then screaming to evacuate the lungs completely of air. Then there is the bad way, which is to be in a sealed chamber or suit which is suddenly holed to vacuum, causing explosive decompression.




If a character enters into a vacuum situation the "good" way (in actuality, there is NO good way to enter vacuum without equipment), they can survive for a number of turns equal to their Stamina plus the higher of their Toughness, Swimming, or Zero-G skills. During this time, they are at a penalty of – 4 to all actions for pain and confusion. After this time, they lose one Shrug per turn until they are either no longer in vacuum, or Unco. Once Unco, a character in Vacuum loses one Shrug per turn until they are either no longer in Vacuum, or Dead. Once Dead, the character continues to take one Shrug each turn until they are Dead as Hell, at which point they may stop taking damage.

If a character enters into a vacuum situation the bad way, they must immediately make a Damage Resistance roll versus an incoming damage of 30. A success on this roll means that the character takes only one Shrug of damage. A failure on this roll means that the character takes 3 Shrugs of damage. A critical success on this roll means that the character has miraculously resisted the assault of explosive decompression. A critical failure on this roll means that the character has taken 5 Shrugs of damage!

After the initial shock of the Explosive Decompression, the character then deals with the vacuum as if they had entered into vacuum the "good" way.



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# Radiation

Exposure to Radiation can cause damage over time. Radiation (in terms of this game) comes in five levels.

**SUNBURN**: This is the lowest level of perceivable radiation. Over time, this can cause tissue damage, but it is the most easily tolerable level of radiation.

**ALPHA**: This is the first truly dangerous level of radiation. It would be found working with radioactive materials in a laboratory, or receiving too much exposure to a commercial X-Ray machine.

**BETA**: More dangerous than Alpha radiation, Beta radiation is found in more secure laboratory conditions. It might be encountered in government buildings or in military testing facilities.

**GAMMA**: Truly Vicious radiation, this is only likely to be encountered close to the core of Nuclear reactors and in areas that have been irradiated quite some time ago by a Nuclear Blast.

**HIROSHIMA**: This is a purely Cinematic level of Radioactivity. If a Character or NPC should encounter this level of radioactivity, they are pretty much dead… fried, burnt to a crisp, microwaved from the inside-out, their dessicated corpse glowing in the dark. This would be encountered in the hours after a Nuclear Blast at Ground Zero, in the core of a Nuclear Reactor, or in some other ridiculously hazardous location.

Each level of Radiation has a particular Resistance roll, which must be made over a particular amount of time. The more lethal the radiation, the more difficult the roll and the more often it must be made.

For every hour of exposure to the Sunburn level of Radiation, an exposed Character must roll versus their Stamina times 2, minus their number of hours of exposure, on 1d20. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the character take no damage that hour, but they need not roll the next hour. (The hour after that, the rolls continue).

On a failed roll, the Character takes a Shrug of damage from severe sunburn. On a critical failure, the Character takes 2 Shrugs of damage.

Exposure to Sunburn can be prevented by wearing clothes that cover the skin and/or wearing a commercially available Sunblock. A wide-brimmed hat also goes a long way towards preventing sunburn.

Shrugs of damage taken from Sunburn can be healed normally, like any other Shrugs.

For every hour of exposure to the Alpha level of Radiation, an exposed Character must roll versus their Stamina times 2, minus 2, minus the number of hour of exposure, on 1d20. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the character take no damage that hour, but they need not roll the next hour. (The hour after that, the rolls continue).

On a failed roll, the Character takes a Shrug of damage from minor Radiation burns. On a critical failure, the Character takes 2 Shrugs of damage.

Exposure to Alpha level minor radiation can be prevented by wearing a standard lead-lined apron, such as the type used in the average Dentist's office. Any Hard Armor with 1 Shrug or more is also acceptable protection.

Shrugs of damage taken from Alpha level Radiation must be healed by another Character using the Medicine skill, or some extraordinary power, device, or ability. The natural process of healing will not heal Shrugs taken from Alpha level Radiation (or higher).

For every ½ hour of exposure to Beta level Radiation, an exposed Character must roll versus their Stamina times 2, minus 4, minus the number of half-hours of exposure, on 1d20. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the character take no damage that hour, but they need not roll the next half-hour. (The hour after that, the rolls continue).



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On a failed roll, the Character takes 2 Shrugs of damage from Radiation burns. On a critical failure, the Character takes 3 Shrugs of damage.

Exposure to Beta level radiation can be prevented by wearing a suit specifically designed to prevent Radiation exposure, such as a military NBC suit or industrial Anti-Radiation gear. Hard Armor with 3 or more Shrugs of protection will also protect from Beta level Radiation.

Shrugs of damage taken from Beta level Radiation must be healed by another Character using the Medicine skill, or some extraordinary power, device, or ability. The natural process of healing will not heal Shrugs taken from Beta level Radiation.

For every minute of exposure to Gamma level Radiation, an exposed Character must roll versus their Stamina times 2, minus 8, minus the number of minutes of exposure, on 1d20. On a successful roll, the Character takes no damage from the exposure. On a Critical Success, not only does the character take no damage that minute, but they need not roll the next minute. (The minute after that, the rolls continue).

On a failed roll, the Character takes 3 Shrugs of damage from severe Radiation burns. On a critical failure, the Character takes 4 Shrugs of damage.

Exposure to Gamma level radiation can be only be prevented by wearing a suit specifically designed to prevent heavy Radiation exposure, such as a high-grade military NBC suit or para-miltary Anti-Radiation gear. Hard Armor not specifically sealed against Radiation will offer NO protection from Gamma level Radiation.

Shrugs of damage taken from Gamma level Radiation must be healed by another Character using the Medicine skill, or some extraordinary power, device, or ability. The natural process of healing will not heal Shrugs taken from Gamma level Radiation.

A character exposed to the Hiroshima level of Radiation has their Stamina in turns to live. Each of these turns, they must make a Will roll, minus the number of turns of exposure, to do anything other than scream as their flesh melts and flows like water. On a successful roll, they can act normally. On a Critical Success, they may believe that they will survive. It's a false belief, but it's comforting.

On a failure of this Will roll, the Character is screaming until their throat erupts in pustulent flame. On a Critical failure of the Will roll, the Character has lost the will to live through the pain, and expires immediately.

Exposure to Hiroshima levels of Radiation can be avoided by not going near it. Even hard core Military or Government Issue anti-Raidiation gear only prolongs the inevitable, allowing the Character to survive for their Stamina times 2 turns.

Within Stamina number of turns after death, the jerky-like corpse of the unfortunately exposed Character is officially Dead as Hell.

| Radiation Level | Roll Versus | Every |
|---|---|---|
| Sunburn | Stamina x 2 | Hour |
| Alpha | Stamina x 2 –2 | Hour |
| Beta | Stamina x2 –4 | ½ Hour |
| Gamma | Stamina x2 –8 | Minute |
| Hiroshima | Don't Bother | Ever |

## Electrocution

Incoming Damage from electrical sources varies by the intensity of the source. Should a character come in contact with one of these sources of electricity, they must make a Damage Resistance roll versus the source's Damage rating. Because some of these sources have a very high Damage rating, it is likely that the character will take multiple Shrugs.

**AC versus DC**: Electricity comes in two basic varieties… Alternating Current, or AC, and Direct Current, or DC. Most household and industrial electrical sources are AC, most battery sources are DC.

Contact with AC power is easier to survive than contact with DC power. Alternating Current tends to cause muscle spasms that tense and release violently, throwing a character out of contact with the electrical source (unless they are forced into contact with it). Direct Current tends to cause a single muscular contraction that causes the character to hold onto the electrical source, or even to curl around it in fetal position, continuing the contact with the electrical source.

Contact with an AC source of current, therefore, forces the character to make a single Damage Resistance roll versus the Source of electricity. Contact with a



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DC source of current causes the character to make a Damage Resistance roll every turn that the character remains in contact with the electrical Source.

A character may break contact with a DC electrical source by adding their Stamina to their Toughness skill and rolling 1d20. This roll can be made only after the initial Damage Resistance roll for coming in contact with the electrical source. On a success of the Stamina plus Toughness roll, the character can break free of the DC electrical source. On a failure of this roll, the character can not release the DC electrical Source, and must make another Damage Resistance roll versus the Source the next turn, after which the character can attempt another Stamina plus Toughness roll to release the source.

On a critical success of the Stamina plus Toughness roll to release the DC source, the character not only releases the Source, but regains any lost Shrugs for contacting the Source.

On a critical failure of the Stamina plus Toughness roll to release the DC source, the character not only fails to release the DC Source, but also loses the ability to make any more Stamina plus Toughness rolls to release the DC source. The character has been overcome by the Electricity, and is at the mercy of the current, relying on outside sources to knock them clear of the DC source before the character expires.

## Common Electricity Sources and Damages

| Source | Damage | AC/DC |
|---|---|---|
| Car Battery | 7 | DC |
| Wall Current | 14 | AC |
| Industrial Current | 20 | AC |
| Main Junction | 30 | AC |
| Lightning Bolt | 40 | DC* |
| Generator (Primary Source) | 50 | DC |

*While a Lightning Bolt is technically Direct Current, it is an instantaneous discharge, rather than a continuing source... only one Damage Resistance roll is made.

**Insulation and Grounding**: These rules assume that the character coming in contact with the electrical source is Grounded - that electrical current can pass through their body and into the "ground." (The "ground" can be, literally, the ground, or a large metal structure, such as the metal frame of a car or the metal support beams of a house or other large structure). If the character is Insulated, by wearing rubber-soled boots, standing on a non-conductive surface, or in some other way being seperated from a "ground," they still make the Damage Resistance roll on coming in contact with an electrical source, but they can take no more than one Shrug of damage if they fail this roll, even on a critical failure. Direct Current still makes them make one roll per turn until they can release the source, but each turn, even on a critical failure, they can take no more than one Shrug of damage per turn.

## Disease

Diseases are defined by what systems of the body they affect, what vector they travel along to infect the victim, their severity, their incubation period, and their duration.

There are seven major body systems; Circulatory, Nervous, Respiratory, Digestive, Reproductive, Skeletal, and Endocrine. A disease may affect one or more of these systems if the target of the Disease fails to resist it.

Note that not all disease are caught from pathogens – bacteria or viruses. "Immune" diseases are diseases that the body fights off with the immune system, such as colds, flus, or e-coli. "Autoimmune' diseases are diseases in which the body's own immune system turns on itself, such as cancer or Fibromyalgia.

A character exposed to a disease or disease-causing agent must make a roll against their Stamina, times two, minus the Severity of the disease.

On a critical success, the character not only resists catching the disease, but becomes immune to that disease.

On a success, the character resists catching the disease.

On a failure, the character catches the disease, and begins to suffer the effects AFTER the disease's listed Incubation Period.



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On a critical failure, the character catches the disease, and the disease's severity is DOUBLED for calculating the disease's effects. People DO die from the common cold, you know.

The effects of the disease vary by the System(s) of the body affected.

| System | Effect |
|---|---|
| Circulatory | A blood disease, invariably serious. Character suffers the disease's Severity as a penalty to their Stamina statistic for the disease's duration. If this brings the Character's Stamina to 0, they are completely incapacitated by the disease. |
| Digestive | Character can not keep food down or in. For the duration of disease, the character will have vomiting and diarrhea. If they attempt to eat, they must make a Stamina roll minus the Severity of the disease to keep the food down. They will be at a penalty of the diseases Severity to perform any physical action from the muscular cramping. |
| Endocrine | A glandular disease. For the duration of the disease, the character will be affected as though they had the "Psycho" flaw, from hormonal imbalances. They will feel weak as there is a lack of the usual chemicals in their bloodstream, and will take a penalty equal to half the the disease's Severity (rounded up) to their Strength stat. |
| Nervous | Diseases of the nervous system are no joke. Character suffers the disease's severity as a penalty to both their Agility and their Dexterity statistics for the disease's duration. If this brings the Agility stat to 0, they are incapable of motion and in danger of dying from Autonomic shut-down. Each day of duration the Agility stat is at 0, character must make a roll against Stamina to not die. Anyone making a successful use of the Medicine skill on the affected character will negate the need for the Stamina roll. |
| Reproductive | Owie, your stuff hurts. For the duration of the disease, you will take a penalty equal to the disease's severity on any roll of the Seduction skill. If the severity of the disease is equal to, or greater than, the character's Stamina, they are incapable of the sex act. Note that reproductive diseases are among the most contagious – engaging in the sex act while infected with a reproductive disease gives the infected character's partner an additional –2 penalty to avoid being infected. |
| Respiratory | Characters with a Respiratory disease can not get the same amount of oxygen that they are used to. Characters suffer the effects of the "Asthmatic" flaw for the duration of the disease, and lose all benefits from the "Pro Runner," "Pro Lifter," and "Pro Jumper" merits. If the character already has the "Asthmatic" flaw, they take a penalty to their Stamina equal to the Severity of the disease. If this brings the Character's Stamina to 0, they are completely incapacitated by the disease. |
| Skeletal | Diseases of the Skeleton weaken the character's skeletal structure, not for the duration of the disease, but permanently. Only severe therapies and surgery to reinforce the damaged skeleton can restore full function. The character suffers a penalty to their stamina equal to half the Severity of the disease permanently (or until severe medical measures can be applied). For the duration of the disease, the extreme pain of the skeletal degeneration causes the character a penalty equal to the disease's severity to all actions. |



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# Some Sample Diseases

## The Common Cold

| | |
|---|---|
| Vector: | Airborne, contact with infected material |
| Incubation Period: | 3 days |
| Duration: | 9 days |
| Systems Affected: | Respiratory |
| Severity: | 3 |

Being a viral infection, the common cold has no known cure. Common over-the-counter medications can easily mitigate up to 2 points of the cold's severity.

## Syphilis

| | |
|---|---|
| Vector: | Sexual Contact |
| Incubation Period: | 3 Weeks |
| Duration: | 20 years to Death |
| Systems Affected: | Reproductive, Nervous, Digestive, Respiratory |
| Severity: | 4 |

Syphilis is a long-term killer. During the first stage, which may last several weeks, it is purely a reproductive difficulty. In the second stage, which may occur after months of dormancy (any critical failure on a Stamina-based roll will trigger the second stage), Syphilis becomes more of a Nervous disorder. Again, after several weeks, it will fall dormant. Up to 20 years later (after another critical failure on the Stamina roll), the third stage is entered. At this point, bacterial lesions throughout the body's organs cause the disease to spread to the Digestive and Respiratory disease as well, and the disease's severity is DOUBLED at this point (to an 8).

Fortunately, Syphilis at the first two stages is easy to test for and easy to cure. At the third stage, more heroic medical measures are required, but possible.

## Bone Cancer

| | |
|---|---|
| Vector: | Exposure to Radiation or Chemical Carcinogens |
| Incubation Period: | 2 years |
| Duration: | Until Removed |
| Systems Affected: | Skeletal |
| Severity: | 6 |

Cancer of any kind is immensely difficult to deal with, even at early stages. Radical chemotherapy and surgery are currently the only widely viable options, although experimental techniques are constantly being improved. Cancer of the bone eats away at the skeletal structure, weakening it as the cancer grows.

Like all Cancers, Bone Cancer can metastatize (on a critical failure of any Stamina based roll) into Metastatic Cancer.

## Metastatic Cancer

| | |
|---|---|
| Vector: | Existing Cancer condition |
| Incubation Period | 1 year |
| Duraction: | Until cured |
| Systems Affected: | Circulatory, Nervous, Respiratory, Digestive, Endocrine, skeletal |
| Severity: | 6 |

Metastatic Cancer occurs when a cancer anywhere in the body begins to lose cancer cells through its outer membrane, spreading them into the blood stream. At this point, the cancer can become a fully systemic problem. Roll a resistance roll of Stamina times 2, minus Severity, for each possible affected system.

The severity of the Metastatic Cancer will increase by one for every six months the condition is not fully cured. Each affected system will require treatment, and it is rare that this disease is fully cured. A roll on Intelligence plus Medicine, minus the CURRENT severity of the disease, is required for each affected system. This roll requires five months of treatment, and costs the patient one Shrug which can not be restored until that system is cured. Only when all of these rolls have been successful is the victim of this disease cured.

Metastatic Cancer is very difficult to survive.

## The Flu

| | |
|---|---|
| Vector: | Airborne |
| Incubation Period: | 24 Hours |
| Duraction: | 24 Hours |
| Systems Affected: | Digestive |
| Severity: | 5 |

The Flu is a common digestive disorder, which thankfully lasts only about 24 hours. The se-



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vere abdominal cramping is accompanied by fever and fatigue. There are several over-the-counter remedies for the Flu, but none of them are fully effective. At best, one can mitigate three points of the severity, suffering only a –2 to actions, until the Flu passes. It is often more advisable to lay in bed, drink plenty of fluids, and catch up on daytime Soaps than to try and function while suffering from the Flu.

## Poisoning

Poisons, by their very nature are difficult to resist. They can be given to a Character or NPC a number of ways… through ingestion (eating or drinking), inhalation (breathing it in), through skin contact, or perhaps the Poison only works if it is introduced directly into the target's blood stream. Poisons are listed with their Vector – the means by which they may be introduced.

Poisons come in varying levels of toxicity. In order to resist being poisoned, a character who has been poisoned adds Stamina and any ranks in the Toughness skill, subtracts the poison's Toxicity, and rolls 1d20.

On a Success (rolling equal to or less than the total of Stamina plus Toughness minus Toxicity), the player has resisted the effects of the Poison, but has one Dose of the Poison in his/her system.

On a Failure (rolling more than the total of Stamina plus Toughness minus Toxicity), the Character has succumbed to the Poison, and suffers the Poison's listed effects.

On a Critical Success, not only does the Character resist the effects of the Poison, but they manage to purge the toxins from their system, and do not have a Dose of the poison in their system.

On a Critical Failure, not only does the Character succumb to the poison's listed effect, but the Character takes a Shrug from the strain of being poisoned *even if the Poison itself does no Shrugs or damage!*

For Example: *Bob is unaware that someone has slipped him a Mickey. The Chloryl Hydrate in his drink has a Toxicity of 3 and the effect "Immediately go Unco." Bob swigs it down, and starts to feel funny. He adds his Stamina stat of 7 to his Toughness of 4 for a total of 11, and subtracts the Poison's Toxicity of 3 for a new total of 8. He rolls 1d20, and manages to roll a 7. He has not gone unconscious, but he has one Dose of the Chloryl Hydrate in his system.*

A Character who has succumbed to Poison suffers the Effects of the Poison until –

The Character rests unmolested for six hours.

Or

The Character receives an Antidote for that specific Posion, or a high tech or magical General Antidote.

Or

Another Character or NPC makes a successful Intelligence plus Medicine roll at a penalty of the Poison's Toxicity.

Or

Some super power, magical spell, or other ability of the Character activates to neutralize the Poison.

If a Character who has a Dose or more of Poison (ANY Poison) in them is Poisoned before the Dose(s) leave(s) their system, the Stamina plus Toughness roll to resist being Poisoned is at an additional Penalty of the number of Doses of Poison in their system.

For Example: *Bob isn't feeling too well after his close call with the Chloryl Hydrate and orders another drink. Bob's foe dutifully puts another dose of Chloryl Hydrate into the second drink, and Bob unwittingly drinks it. Bob has an "Oh no, not again" moment, and adds his Stamina to his Toughness for a total of 11. He then subtracts the Toxicity of the Chloryl Hydrate (3) for a new total of 8. He then also subtracts the number of Doses of Poison in his system (1) for a new total of 7. He rolls 1d20 and manages to roll a 9. His eyes rolling up into his skull, Bob succumbs to the Chloryl Hydrate's listed effect – "Immediately go Unco."*

It takes one hour for a Dose of Poison to work its way out of someone's system. This can be accelerated by certain drugs and equipment. If a Character with a Dose or more of Poison in their system makes a roll on their Stamina stat plus the Survival skill, they can purge the Dose from their System. This is usually an



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unpleasant process involving vomiting or even less socially acceptable practices.

Certain drugs and narcotics do no actual damage whatsoever, but only confer additional effects. These are handled exactly like poisons. Alcohol is a special case, handled below.

## Sample Poisons and Drugs

If a Character or NPC is attacked with a weapon which has had a Poison applied to it, first resolve the attack. If the weapon does a Shrug of damage to the Character being attacked (not just the Character's Armor, but the Character itself), then resolve the Poisoning normally.

### Cinematic Toxin

| | |
|---|---|
| Vector: | Ingested, Inhaled |
| Toxicity: | 5 |
| Effects: | -4 to all actions for 3 hours, take 2 Shrugs |

### Chloryl Hydrate

| | |
|---|---|
| Vector: | Ingested |
| Toxicity: | 3 |
| Effects: | Immediately go Unco with Shrugs |

### Rohypnol

| | |
|---|---|
| Vector: | Ingested, Blood Agent |
| Toxicity: | 4 |
| Effects: | -4 to all actions, lose next 8 hours of memory |

### Cyanide

| | |
|---|---|
| Vector: | Ingested, Inhaled, Blood Agent |
| Toxicity: | 8 |
| Effects: | Heart Stops, take 5 Shrugs |

### Weak Spider Toxin

| | |
|---|---|
| Vector: | Blood Agent |
| Toxicity: | 4 |
| Effects: | Take 1 Shrug |

### Strong Spider Toxin

| | |
|---|---|
| Vector: | Blood Agent |
| Toxicity: | 6 |
| Effects: | Take 4 Shrugs |

## Getting Drunk

Intoxication from Alcohol is a very specific form of Poisoning which the Character or NPC may voluntarily attempt to induce, and is handled slightly differently from other forms of Poisoning.

Alcohol is measured, for the purpose of this game mechanic, in Drinks. A single Drink could be one large Beer (or two small ones), one glass of Wine, one shot of Whiskey, or half a shot of something stronger. (one eighth of one shot of Everclear is one Drink).

A Character or NPC can safely imbibe as many Drinks as one half their Stamina stat (rounded up) plus their Toughness skill.

For Example: *Bob, with his 7 Stamina stat and his 4 Toughness skill can safely imbibe (7 divided by 2 is 3.5, rounding up to 4, plus 4, for a total of ) 8 Drinks without worrying about becoming impaired.*

Once a Character or NPC exceeds this number of Drinks, they must roll against their Stamina plus their Toughness MINUS the number of Drinks past their safe limit on 1d20.

On a Success, the Character or NPC remains unimpaired, and can choose to continue to drink or not.

On a Failure, the Character or NPC takes a penalty equal to the number of Drinks they have had past their Safe limit to all rolls. If the character continues to drink past this point, the penalties are CUMULATIVE. Should a Character or NPC's total penalties from inebriation exceed their Stamina stat, they are overcome by the alcohol, and become Unco with Shrugs.

On a Critical Success, the Character or NPC has thrown off the effect of the liquor, and starts over again as if they have had NO DRINKS AT ALL up to that point.

On a Critical Failure, the Character or NPC has been overcome by the alcohol, and becomes Unco with Shrugs.

For Example: *Bob is ready to tie one on. He asks the bartender to just keep the shots of Scotch coming. The Bartender, knowing how hard it is to be the example character in a Roleplaying Game, just keeps serving them.*

*Bob knocks back the first 8 shots of Whiskey without blinking. Other patrons of the bar, who have less than Bob's above-average Stamina and no training in Toughness, are impressed. The meaner, combat-ready types in the bar*



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*haven't even noticed.*

*Bob knocks back Scotch number nine, and must make his first Inebriation roll. He adds his Stamina to his Toughness for a total of 11, and then subtracts 1 for the first Drink past his safety limit, for a new total of 10. Bob rolls a 9 on 1d20. He is unaffected by the ninth drink.*

*Knocking back Scotch number 10, Bob adds his Stamina to his Toughness for a total of 11, then subtracts 2 for 2 Drinks past his safety limit, for a total of 9. He rolls a 12 on 1d20, failing the check. Having had 2 Drinks past his safety limit, Bob is now at a –2 penalty on all rolls, INCLUDING HIS STAMINA/TOUGHNESS ROLL TO AVOID BECOMING DRUNK.*

*Bob knocks back Scotch number 11. He adds his Stamina to his Toughness for a total of 11, then subtracts 3 for 3 Drinks past his safety limit for a new total of 8. THEN he subtracts 2 for his previous failure to resist becoming drunk for a new total of 6. Bob rolls a 10 on 1d20, failing the roll. He is now at an ADDITIONAL minus three to all actions, for a total of –5. (See where this is going?)*

*Almost beyond the capacity for language and manipulating tools, Bob squints hard enough to see the glass in front of him, misses trying to pick it up a couple of times, and manages to pour Drink number 12 down his throat. He adds his Stamina to his Toughness for a total of 11, then subtracts 4 for the 4 Drinks past his safety limit, for a new total of 7. THEN he subtracts 5 for his two previous failed rolls to become intoxicated, for a new total of 2. Almost certain to succumb to the booze, he rolls 1d20 and is amazed to find himself staring at a natural 1! A cool breeze washes across him as his body throws off the alcohol in a fit of sweat. He runs to the men's room to purge his kidneys and bladder explosively, and returns to the bar stone cold sober!*

*"Set 'em up again," he says, almost disappointed that the drunk didn't last. The tough guys in the bar are noticing now.*

*The Bartender, having seen this before and knowing where it ends, crosses himself and starts setting up shots of Scotch again.*

*Bob knocks back eight more Drinks without blinking, and everyone in the bar is starting to take bets. Because of the critical success, he starts the process of inebriation completely fresh.*

*Picking up Drink number nine (for the second time that night), Bob smirks at the combat ready types, and knocks it back. He adds his Stamina to his Toughness for a total of 11, then subtracts 1 for 1 Drink past his safety limit. He rolls 1d20, and with another astonished look, finds himself staring at a natural 20.*

*Bob manages to get the shot glass back onto the bar before slumping quietly to the floor, overcome by the alcohol. The Bartender asks a couple of the tough patrons to help him carry Bob to a cot in the back, which is reserved for Role-playing Game examples who push their luck too far.*

| Beverage | # of Drinks |
|---|---|
| One Mug of Beer | 1 |
| One Stein of Beer | 2 |
| One Bigass Stein of Beer | 3 |
| One Glass of Wine | 1 |
| One Bottle of Wine | 5 |
| One Shot of Hard Liquor | 1 |
| Mixed Drink – Girly | 1 |
| Mixed Drink – Manly | 3 |
| One Shot of Everclear | 8 |

A Character or NPC loses 1 Drink an hour as the alcohol in their system is metabolized. If the Character or NPC vomits, they immediately lose all Drinks in their system, although they still suffer any effects from failed inebriation rolls.

It takes 6 hours of rest to recover from penalties associated with Inebriation.

## Thirst and Starvation

Being deprived of water and food can reduce a character's ability to function, and eventually lead to death. A character can live without water without suffering ill effects for a number of days equal to their Stamina divided by 2, rounded up.

E.G. – *Bob is hiding out in a factory, and will give himself away if he leaves for water. He has a Stamina of 5, so he can function without water, safely, for 3 days (5 divided by 2, for 2.5, rounded up to 3).*

For every day past this limit that the character does not get water, the character adds their Stamina to their Survival skill, subtracts the number of days past their safe limit, and rolls 1d20. If this roll is a success, the character can function normally for that day.

*E.G. – Bob's little stakeout has dragged out for 4 days.. He can function without water, safely, for only 3 days. He adds his Stamina of 5 to his Survival skill of 3, for a total of 8. He*



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*subtracts the number of days past his safe limit (4 – 3 = 1), one day, for a total of 7. He now rolls 1d20. If his roll is a 7 or less (equal to or less than the total of Stamina plus Survival minus number of days past safe limit), he can function normally for that day.*

If the roll of Stamina plus Survival minus days past safe limit is a failure, the character will suffer a penalty to all of their actions for that day equal to the number of days past their safe limit. The character can still roll to function normally the next day.

If the roll of Stamina plus Survival minus days past safe limit is a critical success, the character can function normally for an additional day without rolling.

If the roll of Stamina plus Survival minus days past safe limit is a critical failure, the character will suffer a penalty to all of their actions for that day equal to the number of days past their safe limit, AND the character loses one Shrug.

*E.G. - Bob's little stakeout has dragged on for a week – 7 days. He can function without water, safely, for only 3 days. He adds his Stamina of 5 to his Survival skill of 3, for a total of 8. He subtracts the number of days past his safe limit (7 – 3 = 4), 4 days, for a total of 4. He now rolls 1d20. His roll is a 14 – a failure! For that day, Bob is at a penalty of – 4 to all of his actions.*

*The next day, Bob has been without water for 8 days, 5 days past his limit. He adds his Stamina of 5 to his Survival skill of 3, for a total of 8. He subtracts the number of days past his safe limit (8 – 3 = 5), 5 days, for a total of 3. He now rolls 1d20. He miraculously rolls a 1 – a critical success! Bob can function normally for that day, and will be able to function normally the next day without rolling!*

*Two days later, after enjoying the benefit of his critical success, bob has been without water for 10 days. He can function without water, safely, for only 3 days. He adds his Stamina of 5 to his Survival skill of 3 for a total of 8. He subtracts the number of days past his safe limit (10 – 3 = 7), 7 days, for a total of 1. He rolls 1d20 and rolls a 20 – a critical failure! Not only is Bob now at – 7 for all actions that day, but he also takes one Shrug. Bob has another problem at this point, though.*

Should a character gain a penalty, through failing to resist thirst, greater than their Stamina statistic, they fall Unco, until they are given water and/or medical attention. Without water and/or medical attention, they will remain Unco, and lose three Shrugs each day until they die.

*E.G. – Bob has picked up a – 7 penalty to all of his actions on the 10th day of thirst. 7 is greater than Bob's stamina of 5, so Bob falls Unco. Until Bob is given water, he will lose 3 Shrugs a day until he dies.*

The Mechanics for Hunger work exactly the same way as the mechanics for Thirst, except that the number of days that a character can safely go without eating is equal to his Stamina Stat.

*E.G. – Bob has a Stamina of 5. He can safely work without food for 5 days.*

## Heat and Cold

Extremes of heat and cold can take their toll on a character. The most comfortable median temperature for human beings to exist in is room temperature - roughly seventy-two degrees Farenheit (22 degrees Celsius). As the temperature goes up and down from that point, the situation goes from uncomfortable to taxing to potentially lethal.

Spending time at extreme temperatures will reduce a character's health, more and more rapidly as the temperature moves away from the comfortable median. A character must make a roll against their Stamina stat plus their Toughness skill or their Survival skill for each Duration at a listed Temperature on the following chart.

| TEMPERATURE (F) | DURATION |
|---|---|
| 90 degrees | 2 hours |
| 95 degrees | 1 hour |
| 100 degrees | 30 minutes |
| 105 degrees | 15 minutes |
| 110 degrees | 5 minutes |
| 115 degrees | 1 minute |
| 120 degrees and higher | 1 minute |
| 40 degrees | 2 hours |
| 30 degrees | 1 hour |
| 20 degrees | 30 minutes |
| 10 degrees | 15 minutes |
| 0 degrees | 5 minutes |
| -10 degrees | 1 minute |
| -20 degrees and lower | 1 minute |

Failing this roll will cost the character one Shrug.



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This assumes that the character is in casual clothing and not well adapted to extremes of heat or cold. A character who makes a successful roll on their Intelligence stat plus their Styling skill or their Survival skill can add the margin of success for that roll to their Stamina plus Toughness or Survival rolls to endure temperature extremes.

A character who has spent a good deal of time (more than a month) in a climate with an extreme temperature, such as a desert or a snow-capped mountain town, adds a bonus of +5 to Stamina Toughness or Stamina Survival rolls to resist suffering the effects of temperature extremes.

## Fire

Fires come in several intensities, each having a certain amount of damage that they do. Fires can ignite flammable materials, which includes people at high enough temperatures.

The amount of damage done by a fire depends on its intensity. A fire is also defined by how large it is. Fires have a radius, and are considered an area-effect.

| Fire Type | Damage | Radius |
|---|---|---|
| Match | 2 | 1 inch |
| Torch | 5 | 1 foot |
| Campfire | 10 | 5 feet |
| Bonfire | 20 | 20 feet |
| House Fire | 30 | 40 feet |
| Small Forest Fire | 40 | 100 feet |
| Forest Fire | 45 | more than 100 feet |
| Industrial Fire | 50 | more than 400 feet |

It is possible to have larger, more spread-out but less damaging fires, or smaller but incredibly intense fires. These statistics are general guidelines.

Anyone and anything that is in an area that is on fire runs the risk of not only taking the fire's damage, but of becoming ignited. Every turn that something or someone is in a fire, they must make a Damage Resistance roll against the fire's damage. Failing this roll means that the fire has done its work, and the subject loses a Shrug. (Armor does not protect against fire unless it has been specifically designed to do so. This will be noted in the armor's description - as a default, armor offers no innate fire protection).

Though the subject has taken damage, they are not yet on fire themselves. Ignition occurs in the following cases.

Should the subject critically fail their Damage Resistance roll, they are Ignited.

Should the subject fail two Damage Resistance rolls in a row, they are Ignited.

Should the subject be covered in an accelerant, such as gasoline, napalm, alcohol, or other flammable substance, they are Ignited as soon as they fail their first Damage Resistance roll against the fire.

Being Ignited means that the subject remains on fire even if they should leave the original area of the fire. They will continue to roll against half the damage of the original fire every turn until they are extinguished, or until they are Dead as Hell.

Extinguishing an area of fire one yard in radius (or on one person) takes one person one full round per ten points of the fire's damage if they have the proper equipment (a fire extinguisher, hose, or blanket). Without the proper equipment, it takes one person one full round per five points of the fire's damage.

If left unchecked, fires spread. In general, anything of the intensity of a House Fire or greater will increase its radius by one foot per minute until it hits an area that is not truly flammable, such as ground covered in concrete or asphalt, the edge of a body of water, or an area where all of the flammable material has been deliberately destroyed (such as a firebreak).

Fires can be amazingly dangerous, and every Fireman out there should be paid more.

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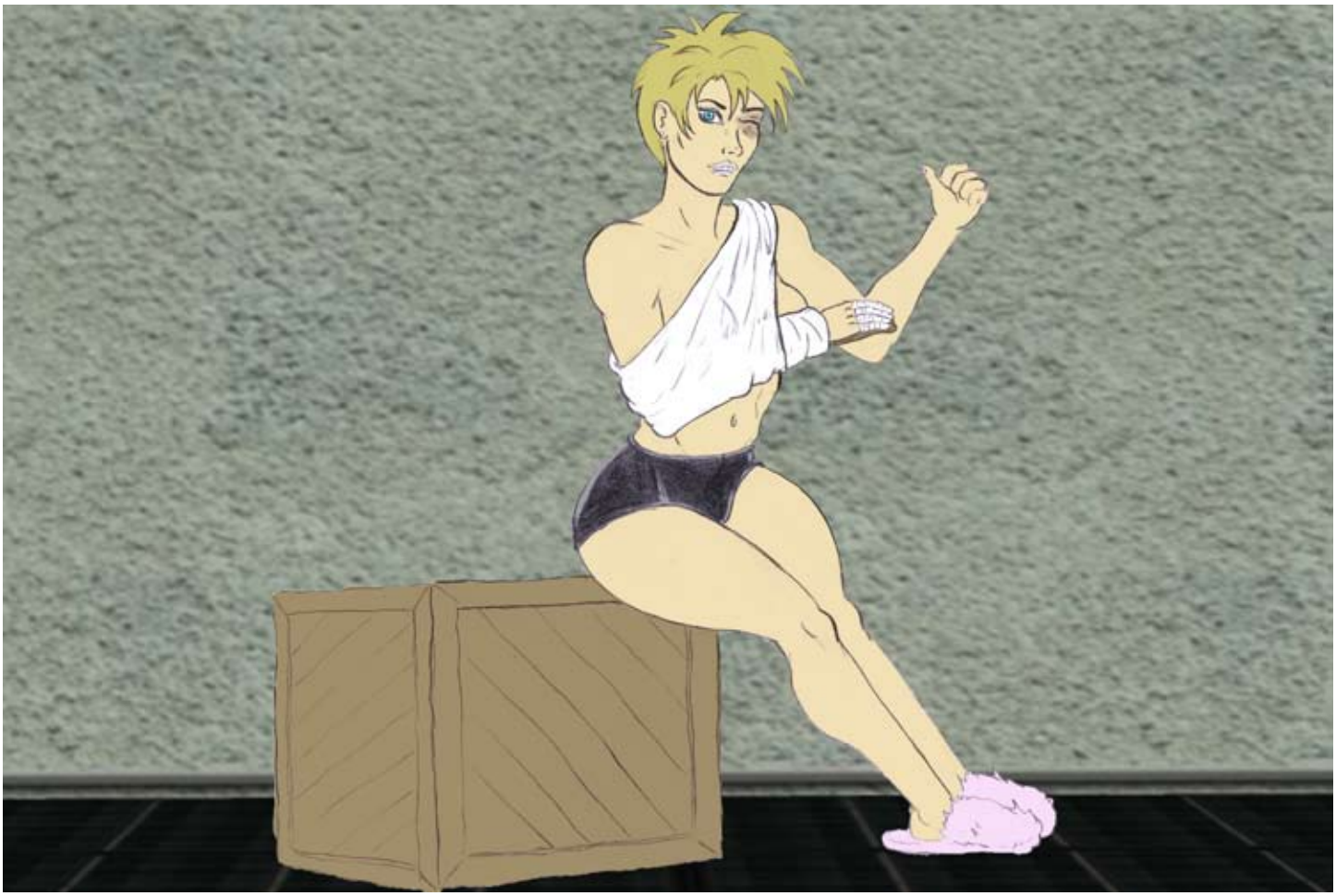

# HEALING AND RECOVERY

## Recovering Shrugs

Characters who have taken Shrugs of Damage but have not been reduced to 0 Shrugs or have not failed a Damage Resistance roll at 0 Shrugs are Injured. There are a number of ways to restore lost Shrugs.

Characters and named NPCs who have taken Shrugs of damage recover all of their lost Shrugs after a good night's sleep – a minimum of 6 hours.

Characters can recover a Shrug for eating a hearty meal. This can be done up to three times in one day.

A character with the Science Skill "Medicine" can restore Shrugs with a successful roll on this skill. A character with the Medicine skill can restore one Shrug for every successful roll on that skill, up to a maximum of the target Character's Maximum Shrugs.

This use of the Medicine skill to restore Shrugs does not require special equipment, although medical equipment will give a bonus to the roll. Each skill roll to restore Shrugs to a conscious character takes roughly five minutes.

## Healing Rituals

A player may also define a healing ritual for their character. So long as the character is not Unco, they may use the healing ritual to restore all of their lost Shrugs. The ritual must be an action or set of actions that takes at least half an hour to accomplish. Rituals may be any set of activities that the character finds personally healing, such as eating a twenty ounce Delmonico steak with a pot of strong coffee, slugging back a few shots of scotch while smoking half a pack of cigarettes, washing blood out of their mouth and having sex with a replicant, or even sitting in quiet meditation and focusing on their Chi.

Healing rituals must be roleplayed to some extent. The player can not simply say "My character engages in his healing ritual." The ritual must be described in some way, along with how the time has been set aside for it.

## Recovering from States of Unco and Death

A Character who has 0 Shrugs left, and fails a Damage



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Resistance roll, is **Unco**. They will remain Unco until

*A character with the Medicine Skill makes a successful roll on the Intelligence stat plus the Medicine Skill plus bonuses for equipment if any. This will restore the character to Consciousness, but will not restore any Shrugs.*

*OR*

*The Character rests unmolested for one hour. This will restore the character to Consciousness, but will not restore any Shrugs.*

*OR*

*The Character receives One Shrug's worth of healing from a super power, magic spell, special ability or super science device. This will restore the character to Consciousness, but will not restore any Shrugs.*

A Character who has more than 1 Shrug left and is knocked Unco by an attack or Inebriation is considered **Unco with Shrugs**. They will remain Unco with Shrugs until

*A character with the Medicine Skill makes a successful roll on the Intelligence stat plus the Medicine Skill plus bonuses for equipment if any. This will restore the character to Consciousness, but will not restore any Shrugs.*

*OR*

*The Character rests unmolested for one hour. This will restore the character to Consciousness, but will not restore any Shrugs.*

*OR*

*The Character receives One Shrug's worth of healing from a super power, magic spell, special ability or super science device. This will restore the character to Consciousness, but will not restore any Shrugs.*

A Character who has more than 1 Shrug left and is knocked Unco by Hunger, Thirst, Poison, or other Environmental hazards is also considered **Unco with Shrugs**. They will remain Unco with Shrugs until

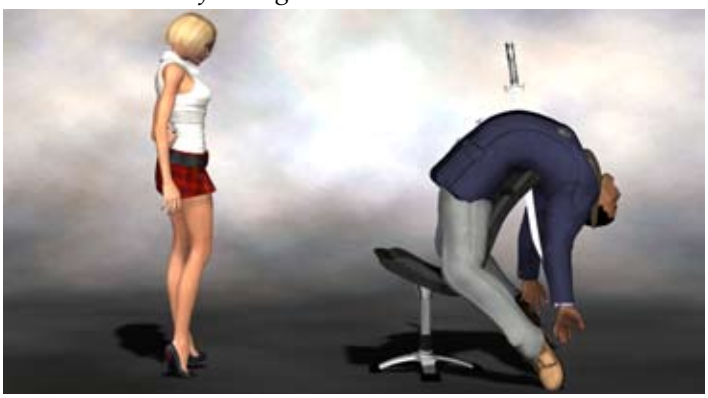
*A character with the Medicine Skill makes a successful roll on the Intelligence stat plus the Medicine Skill plus bonuses for equipment if any. This will restore the character to Consciousness, and will restore one Shrug if there has been at least one Shrug of damage. This will not bring the character to a higher number of Shrugs than their maximum.*

*OR*

*The Character rests unmolested for six housr. This will restore the character to Consciousness, and will restore all lost Shrugs..*

*OR*

*The Character receives One Shrug's worth of healing from a super power, magic spell, special ability or super science device. This will restore the character to Consciousness, and will restore one Shrug if there has been at least one Shrug of damage. This will not bring the character to a higher number of Shrugs than their maximum.*



A Character who has taken more than their Maximum number of Shrugs (and therefore has less than 0 Shrugs – a negative number of Shrugs) but has not yet taken Twice their Maximum number of Shrugs in damage is **Unco and Dying.** They will remain Unco and Dying until:

*A character with the Medicine Skill makes a successful roll on the Intelligence stat plus the Medicine Skill plus bonuses for equipment if any. This will restore One Shrug to the Unco and Dying character. If this brings the Character's current number of Shrugs to 0 (zero), then the Character will be restored to Consciousness. If it does NOT bring the Character's current number of Shrugs to 0 (zero), the process must be repeated until the Unco and Dying Character's current number of Shrugs is Zero.*

*OR*

*The Character receives One Shrug's worth of healing from a super power, magic spell, special ability or super science device. If this brings the Character's current number of Shrugs to 0 (zero), then the Character will be restored to Consciousness. If it does NOT bring the Character's current number of Shrugs to 0 (zero), the process must be repeated until the Unco and Dying Character's current number of Shrugs is Zero.*



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Note that no amount of rest or recuperation, without benefit of a Super Power or other extraordinary aid, will restore the Unco and Dying character to consciousness.

A Character who has taken Twice their Maximum number of Shrugs is **Dead**. They will remain Dead until :

*Another Character or NPC using Magic, Super Science, or some other Plot Device restores the Character to life.*

*OR*

*Ever.*

A Character who has taken Three Times their Maximum number of Shrugs or more is **Dead as Hell**. There is no longer anything recognizable as a human corpse, and the efforts to bring a Character or NPC back to life from this state are only barely describable by the term "Heroic." Characters who have been rendered Dead as Hell may only be brought back by insanely potent plot devices, and such effort should involve epic quests on the part of the Dead as Hell Character's fellow party members. This would be a good time to consider rolling up another character to save the rest of the group the trouble.

In the event that a Character is brought to the state of Dead as Hell, several actions are appropriate.

*Jumping back from the table and yelling "Damn!"*

*OR*

*A round of applause.*

*OR*

*Getting the player of the Dead as Hell Character a beer and saying "You're gonna be tellin' THAT story for years!*

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# RISK POINTS

Characters have a number of Risk Points equal to their Will times 10. NPCs do not have Risk Points (but have a similar statistic called GM Fiat, explained in the GM section).

Risk Points are very useful things. If the Character has the Spellslinger merit, Risk Points are what allows the character to throw Spells. If the Character has the Mind of Power merit, Risk Points are what allows the character to use psionic abilities. If the Character has the I Know Kung Fu merit, Risk Points are what allows the character to use certain Martial Arts abilities.

Every character, though, can use Risk Points in a number of ways.

If the Character is doing something risky or dangerous, the Character can spend three Risk Points to get a +1 to the risky or dangerous action. Spending six Risk Points will get a character a +2 to performing a risky or dangerous action. It takes ten Risk Points to get a character a +3 to a risky or dangerous action.

A Player may re-roll a failed roll for 5 Risk. This applies only to failed rolls; there is no re-rolling successful rolls hoping to get a better Margin of Success.
If the Character needs just that extra amount of "Oomph!" to their damage, they can spend three Risk Points to add one point of damage to one attack. This must be spent before the Character knows whether or not the attack is a success. Spending six Risk Points will get the character an additional five points of damage, again spending before it is known whether their attack hits or not. Spending ten (10!) Risk Points will DOUBLE the character's damage for one attack, again spending before it is known whether their attack will hit or not.

A character can immediately heal One Shrug by spending five Risk Points. The character can then not heal another Shrug of damage with Risk Points until they have taken another Shrug of damage.

A character can miraculously find a piece of equipment that they desperately need for 10 Risk Points, such as a lock pick or a clip of ammunition.

Risk Points are very useful things, and they tend to go quickly. There are two ways to get them back.

The first is to finish that game session and start another. All Risk Points are restored at the beginning of each game session.



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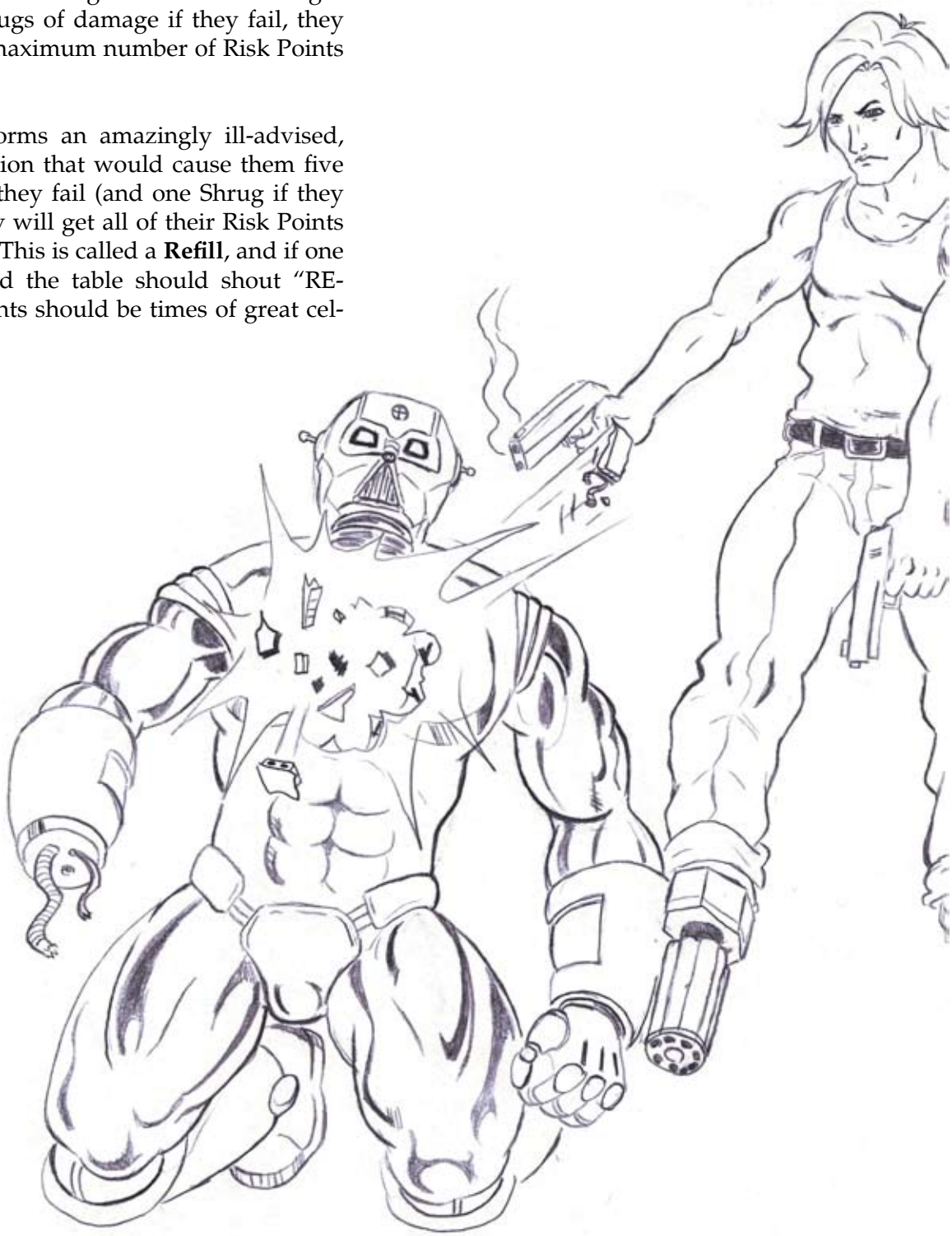
The other is a little more difficult. As long as a Character has One Risk Point Left, they can perform a crazy, stupid, amazingly dangerous action WITHOUT THE BENEFIT OF ANY RISK POINTS. Succeed or fail, they get back a certain number of risk points, depending on how dangerous the action was.

If the character performs a dangerous action that might cause them a Shrug of damage if they fail, they will get 10 Risk Points back, succeed or fail

If the character performs a dangerous action that might cause them three Shrugs of damage if they fail, they will get half of their maximum number of Risk Points back, succeed or fail

If the character performs an amazingly ill-advised, completely stupid action that would cause them five Shrugs of damage if they fail (and one Shrug if they should succeed!), they will get all of their Risk Points back, succeed or fail. This is called a **Refill**, and if one occurs, people around the table should shout "REFILL!" (These moments should be times of great celebration).





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# IMPROVEMENT

Among things that can be purchased with starting budget are basic improvements to the character.

These costs are available not only during character creation, but also at character advancement. When the Game Master announces that there is adequate time for training between missions, players may spend accumulated monies on self improvement.

## Skill Improvement

| Raising a Skill from This to This | Costs This |
|---|---|
| No ranks to 1 rank | $1,000 |
| 1 rank to 2 ranks | $2,500 |
| 2 ranks to 3 ranks | $5,000 |
| 3 ranks to 4 ranks | $7,500 |
| 4 ranks to 5 ranks | $10,000 |
| 5 ranks to 6 ranks | $12,500 |

## Stat Improvement

Not all stats are created equal… Strength and Stamina are less expensive to raise than Agility, Dexterity, Intelligence, and Perception.

### Strength and Stamina Improvement

| Raising stat from This to This | Costs This |
|---|---|
| 4 to 5 | $500 |
| 5 to 6 | $1,000 |
| 6 to 7 | $2,000 |
| 7 to 8 | $4,000 |
| 8 to 9 | $8,000 |
| 9 to 10 | $16,000 |

### Agility, Dexterity, Intelligence, and Perception Improvement

| Raising stat from This to This | Costs This |
|---|---|
| 4 to 5 | $1,000 |
| 5 to 6 | $2,000 |
| 6 to 7 | $4,000 |
| 7 to 8 | $8,000 |
| 8 to 9 | $16,000 |
| 9 to 10 | $32,000 |



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## Merits and Flaws

Additional Merits (or additional levels of merits) can be purchased for $15,000. This is subject to the limits of the merits… if a merit's description states that the merit can be taken only three times, it is not possible to purchase a fourth level of the merit.

Flaws may be "bought off" during play for $30,000 a flaw (or level of a flaw). This cost represents the therapy and/or medical expense necessary to overcome the limitation.

Characters can spend their money on any budget items they have access to, whether it's weapons, armor, miscellaneous equipment, or abilities from special lists available through certain merits.

The Game Master must approve all improvements, however, as there might not be enough down time between adventures for a character to learn an expensive spell or have extensive Cyber-Surgery. By this token, the GM should see to it that the opportunty for such improvements comes about.

## Improvement Budget

As a rule, players can spend $5,000.00 a session on Improvement for their characters - improving skills, statistics, buying merits, buying off Flaws, or getting Martial Arts abilities, Cyberware, Magic Spells, Psionic Disciplines, or Super Powers. That is, of course, if they have $5,000.00 to spend. For expensive items, the players will simply have to save up over several sessions.

As a reward for particularly dangerous adventures, long sessions, or completing a story arc, the GM is free to increase the improvement budget for a session, from ten to twenty thousand dollars.

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# EQUIPMENT

Stuff. You want it, you need it, and here it is. This equipment is freely available to beginning player characters, within certain limits.

Characters with the "Low Tech" flaw can only purchase items from the "Low Tech" lists. or "Standard Tech" lists. Characters that do not have the "High Tech" merit can purchase items from the "Low Tech" or "Standard Tech" lists. Characters with the "High Tech" merit can purchase items from any list.

The other limitation is budget. Starting characters receive a budget of $50,000. This can be spent on equipment and/or improvement. If the character has the "Cyber Enhanced," "I Know Kung Fu," "Mind of Power," "Spell Slinger," or "Superlative" merits, they can purchase abilities off of the appropriate lists. For each time a Character has the "Rich" merit, they have an additional $10,000.00 of budget. For each time a Character has the "Poor" flaw, they have $10,000.00 less.

A Game Master can award additional starting budget if they choose, which will make the Player Characters more powerful at the start of the campaign. Also, at the Game Master's option, the starting budget can be lower, to reflect a more "Street level" or lower powered game.

The equipment section is broken up by the level of technology (Low, Standard, and High), and by the type of equipment. Each section starts with a brief description and definition which is followed by a chart of that sections equipment, giving the vital statistics. Each section also has a short narrative description of each piece of equipment listed.

It is possible for a Character with the proper skills to repair, modify, and even build their own equipment. Each section will have the basic rules for repairing, modifying, and constructing the equipment in that section.

Of course, it is always possible that Player Characters will *find* equipment while they are in the process of beating up bad guys and taking their stuff. Unless there are reasons in the contrary why it might not be possible, Characters are free to keep what they find in the course of adventuring. As a rule, with a successful roll against the Intelligence stat plus the Streetwise skill, captured equipment can be fenced for 50% of its cost.



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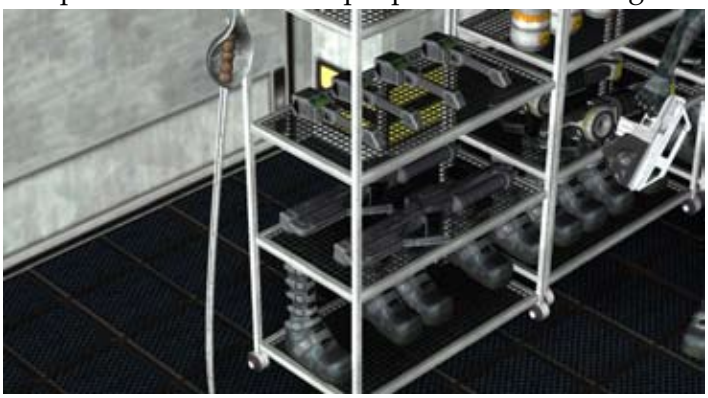
Stuff is stuff. Stuff taken off of beaten-up bad guys is free stuff. Free stuff sold off at a discount is still a profit.

# WEAPONS

Weapons are used to hurt people and break things.



A weapon that kills more effectively is considered a better weapon. There are weapons that are considered "non-lethal," which cause incapacitation, but these are the exception, not the rule.

Weapon listings include the name of the weapon, the weapon's accuracy (which is added to, or subtracted from, rolls made to hit with the weapon), and the weapon's damage. If the weapon does damage based directly on the user's strength (such as a melee weapon or a thrown weapon), the damage is listed as "ST +X," with ST being the user's Strength statistic and X being the amount the weapon adds to the user's Strength.

Then the weapon's range is listed, this is done in three different ways. If nothing is listed in the Range section, then that weapon is not designed to be used as a ranged weapon and is not balanced for throwing properly – use the rules for throwing to determine range and damage. If the range is listed as a function of the user's Strength, such as "ST x X," then the maximum range that can be hit by the weapon is the user's Strength multiplied by X, in feet.

If the range is listed as four numbers, then the weapon can be used at a fairly large distance which may cause range penalties to be applied to rolls to hit with the weapon. The first number is the short range of the weapon – there is no penalty to hit at up to that range in feet. The second number is the medium range of the weapon – there is a penalty of -1 to hit with the weapon at up to that range in feet. The third number is the long range of the weapon – there is a penalty of -2 to hit with the weapon at up to that range in feet. The fourth and final number is the absolute maximum range of the weapon, it can not hit anything further away from that. If the target should be exactly at the maximum range of the weapon, it is at a -3 to hit.

After the range is the number of shots that the weapon can fire before being reloaded. If there is nothing in this space, then the weapon does not need reloading, such as a sword or an axe. This s the total number of shots that the weapon can hold, although this can be extended with some accessories.

The weapon's weight is listed next, followed by the weapons "Kick." The weapon "Kick" is only applied when the weapon is used to make multiple attacks in the same turn. The "Kick" penalty is applied once for every additional attack taken with the weapon during the same turn, i.e. a weapon with a Kick of -2, being fired three times in one turn, incurs a Kick penalty of -2 the second time it is fired during one turn, and a -4 the third time it is fired (over and above the penalties for multiple actions).

After Kick, the weapons Armor Piercing value is listed. This is the number of Armor Shrugs that the weapon ignores when it strikes an armored target. Following this is the weapon's Damage Resistance, which is a measure of the weapon's general toughness and resilience. If the weapon itself is attacked, it resists incoming damage with its DR.

Following the DR is the weapon's Shrugs. As with a Character or other inanimate object, this is the number of times the weapon can fail a Damage Resistance roll without breaking. An object with no Shrugs, or that has been reduced to zero Shrugs, breaks and becomes useless after failing one Damage Resistance roll.

After Shrugs, the Cost of the weapon is listed. This is the fair market price of the weapon, which most Characters can expect to pay. At the GMs option, this price can be haggled down, or the seller may ask a higher price than listed.

Finally, there are notes which define additional abilities of the weapon. These notes (and their effects) are listed below.

**Does X Extra Shrug(s) of Damage –** This weapon is designed to cause more damage once it is in the target. After calculating the amount of Shrugs that the target is taking normally, add X Shrugs.

**No Good For Melee – Throwing Only –** This weapon is designed strictly for throwing. It lacks a proper grip and "heft" for swinging or thrusting with, and so it can



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be thrown, but not used in hand to hand combat.

**Acc and Dam are for One Hand/Two Hand –** This weapon is either designed to be slightly more efficient when used two-handed, or is designed to be used strictly two-handed. This affects the weapon's Accuracy and Damage, which will be presented as split numbers, such as "+1/+2" or "St +3/St +4." The number before the slash is the weapon's performance when used one-handed, the number after the slash is the weapon's performance when used two-handed.

**More Effective Head Shots –** This weapon is optimized for taking shots at a target's head. The penalty for making a called shot to the head with this weapon is a -1 rather than the usual -3. A critical success to hit an opponent in the head with this blade automatically causes a Decapitation.

**-X to be parried –** This weapon is, for whatever reason, difficult to be parried. When someone attempts to parry a strike with this weapon, the defender is at a penalty of X to their roll to parry.

**Flashy –** This weapon is designed to be used in a manner which is more showy and impressive. Rolls made to display one's prowess with this weapon (out of combat) are made at a bonus of +2.

**Breaker –** For whatever reason, this weapon does damage even when it is parried. Weapons or objects (or body parts) used to parry this weapon must make a Damage Resistance roll against the weapon's Damage or be damaged by it as though attacked.

**Non-Material Blade –** This bladed weapon uses some immaterial substance such as plasma, magic, psionic force, or sonic waves to form a blade. It is effectively invulnerable, being able to parry nearly anything (including blades with the Breaker modification). The DR and Shrugs of the weapon refer to the material hilt of the weapon with the nonmaterial blade.

**Entangles –** This weapon can be used to grapple an opponent or their weapon, using the Melee skill instead of the Grapple skill. It can be used to perform a Grapple Parry at no penalty.

**Not Designed to Parry –** This weapon should not be used to parry incoming melee attacks. Should a weapon with this note successfully be used to parry, the weapon must make a Damage Resistance roll against the incoming damage of the attack that was blocked.

**Collapsible –** This weapon can be collapsed down to a compact, easily hidden, and easy to carry package with a simple flick of the wrist, and then extended to full function with a snap of the elbow. This gives a +4 to hide the weapon. It takes one action to compact or to extend the weapon.

**Modular –** This weapon is designed to "Break Down" into small components with the use of a minimal amount of tools (or no tools whatsoever). This means that disassembling the weapon requires no roll on the Repair or Fabrication skills, and gives a bonus of +2 to the Repair skill to maintain the weapon. It also gives a +4 bonus to rolls to hide the weapon.

**Mod Rails –** This weapon has a set of integral rails along its top, bottom, front, and back edges, allowing for the rapid attachment of accessories such as Sights, Laser Designators, Tactical Lights, and the like. The accessories can be added to the weapon at the rate of one per action, and removed at the same rate. Accessories attached using Mod Rails are automatically aligned and ready to use.

**Grenade Capable –** Firearms with this note have adapters which allow the use of pistol grenades. It takes one action to affix a pistol grenade to a Grenade Capable firearm.

**Undetectable –** This weapon is made with materials that do not trigger metal detectors or other sensors used to detect weapons. Such detectors simply do not detect weapons equipped with this modification, although they can still be found by a visual inspection.

**Optimized Selector (or Opt. Select.) –** This weapon has multiple modes of fire, usually Full Auto, 3 Round Burst, and Single Shot. Normally it takes a turn to switch between firing modes. Weapons with an Optimized Selector can be switched between their modes as a free action.



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**Custom Ammo –** This weapon uses a caliber of ammunition that is not common. It may be a caliber and type of ammunition that is unique to that weapon. Such ammunition is distinctive, and gives a bonus of +2 to Investigation rolls to track its source. At the same time, Custom Ammo can have unusual capabilities, such as increased damage, inherent Armor Piercing, or bizarre properties.

**Double Barreled (or X Barreled) –** This firearm has more than one barrel which can be fired simultaneously. More appropriate for double-barreled shotguns than chain-guns, this weapon expends two shots when it is fired, and the target that is successfully hit needs to roll Damage Resistance against the weapon's damage twice (or more times, for X Barreled weapons). X barreled weapons have a number of barrels equal to X, all of which can be fired at once.

**Full Auto –** This weapon, which is not usually of a type that can be fired as Fully Automatic, is in fact Fully Automatic, and uses the Autofire rules. It can fire Full Auto, 3 Round Burst, or Single Shot unless otherwise noted.

**Full Auto Only –** While this weapon type would normally be able to fire Full Auto, 3 Round Bursts, or Single Shots, this particular weapon can only fire on Full Auto.

**Bayonet –** This weapon has a mount specifically for a Bayonet. It may be a clip on the underside of the barrel or even an integral mount for permanently mounting a blade to the front of the gun. The bayonet itself must be purchased separately.

**Radius** X **–** This weapon's effect is an area effect. The point where the weapon hits is the center of a circle with a radius, in feet, equal to X.

**Variable Damage –** This weapon's damage can be adjusted from a Damage of 5 to the weapon's maximum listed Damage. Changing the weapon's damage takes one turn.

**Stun I (Only) –** This weapon can not take a target below zero Shrugs and Unco. It is designed so that it can never take a target to negative Shrugs, therefore it can not kill a target.

**Stun I (Setting) –** This weapon can be adjusted so that it can not take a target below zero Shrugs and Unco. Changing the weapon to or from this setting takes one turn.

**Stun II (Only) –** This weapon does not do damage, but is designed to incapacitate its target. After a successful hit, the target must make a roll of their Stamina stat plus their Toughness skill, with a penalty equal to the Damage of the weapon. On a failed roll, the target becomes Unco with Shrugs. On a critically failed roll, the target also takes one Shrug. On a successful roll, there is no effect at all.

**Stun II (Setting)** - This weapon can be set so that it does not do damage, but incapacitates its target instead as per Stun II (Only). Setting the weapon to or from Stun II takes one turn.

**Explosive (Only) –** The point struck by this weapon is an explosion, doing damage with a radius that is listed with the weapon.

**Explosive (Setting) –** this weapon can be set so that the point struck by the weapon is an explosion. Setting the weapon to or from this setting takes one turn.

**Incendiary –** Targets failing to save versus the damage of this weapon not only take Shrugs that turn, but are ignited by the weapon and continue to save versus the weapon's damage each turn until they spend a turn extinguishing themselves.

**Incendiary (Only) –** This weapon's type does not normally do Incendiary damage, but this particular weapon does.

**Incendiary (Setting) –** This weapon can be set to do Incendiary damage. Setting the weapon to or from Incendiary takes one turn.

**Overload Setting –** This weapon can be set to overload, causing an explosion (in up to three turns) doing twice the weapon's listed damage in an area with a radius of half the weapon's listed damage.



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# Repairing Your Weapons

Weapons need to be maintained. There are no hard and fast rules for how often a given type of weapon must be serviced in order to remain serviceable, but a Game Master is welcome to start applying penalties to weapons that have gone ten or more sessions without a Player saying "I'll take this opportunity to clean my gun" or "I'd better sharpen this knife." Penalties to rolls to hit with the weapon or even a reduction of the amount of damage done by the weapon would be most appropriate.

Knives and swords need sharpening. Bows need re-stringing, guns need cleaning, even flame throwers need to have their valves flushed out every so often. Doing any of this is as simple as the Character taking an hour or so of game time and rolling against their Intelligence stat plus their Repair skill. A simple set of maintenance tools for that weapon are the only tools required.

Should a weapon take damage as the result of being the target of an attack, being dropped a great distance, or used to try and prop up a descending ceiling, the repair is going to take a little more time (around two hours), and it is going to take some materials to repair. It will cost one percent of the weapon's cost, in dollars, to repair one Shrug of damage. I.E. A sword that costs $100.00 requires an outlay of $1.00 in materials in order to repair one Shrug of damage. Again, a simple maintenance kit for the weapon is all that is needed to perform the repairs.

It is possible to modify one's own weapons, and even to fabricate weapons from scratch. The process for doing this is covered in Appendix 4: "Modifying and Fabricating Your Own Weapons."

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# WEAPON CHARTS

# Low Technology

## KNIVES

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Simple Knife | +0 | St +1 | St x 5 | - | 1 lb | -0 | 1 | 16 | 1 | $40.00 | |
| Bowie Knife | +0 | St +3 | St x 5 | - | 1.5 lb | -0 | 2 | 20 | 1 | $176.00 | Does 1 extra Shrug of Damage |
| Stiletto | +2 | St +1 | St x 5 | - | ½ lb | -0 | 3 | 16 | 1 | $104.00 | |
| Big Throwing Knife | +1 | St +2 | St x 8 | - | 1 lb | -0 | 1 | 16 | 1 | $104.00 | |
| Sm Throwing Knife | +0 | St -1 | St x 6 | - | ¼ lb | -0 | 1 | 10 | 1 | $8.80 | No good for Melee – Throwing Only |
| Shuriken | +0 | St +1 | St x 5 | - | ¼ lb | -0 | 0 | 12 | 1 | $4.00 | No good for Melee – Throwing Only |
| Tanto | +1 | St +2 | St x 5 | - | 1 lb | -0 | 2 | 21 | 2 | $116.00 | |
| B ayonet | +0 | St +2 | St x 2 | - | 1 lb | -0 | 1 | 16 | 1 | $44.00 | Bayonet |
| Ka Bar | +2 | St +2 | St x 5 | - | 1 lb | -0 | 3 | 20 | 2 | $60.00 | |

## SWORDS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Long sword | +1 | St +2 | - | - | 5 lbs | -0 | 1 | 18 | 1 | $100.00 | |
| Katana | +2/+3 | St +3/+4 | - | - | 5 lbs | -0 | 2 | 25 | 2 | $650.00 | Acc and Dam are for One Hand/Two Hand |
| Cavalry Saber | +1 | St +4 | - | - | 5 lbs | -0 | 1 | 20 | 1 | $620.00 | More Effective Head Shots |
| Zweihander | +0 | St +8 | - | - | 20 lbs | -0 | 1 | 18 | 1 | $640.00 | Damage is *halved* if weapon is used one-handed |
| Ninja-To | +1/+2 | St +2/+3 | - | - | 5 lbs | -0 | 1 | 18 | 1 | $250.00 | Acc and Dam are for One Hand/Two Hand |
| Ninja-To Scabbard | +0/+1 | St +1/+2 | - | - | 3 lbs | -0 | 0 | 20 | 1 | $64.00 | Acc and Dam are for One Hand/Two Hand |
| Short Sword | +1 | St +1 | - | - | 2 ;bs | -0 | 1 | 13 | 1 | $50.00 | |
| Machete’ | +0 | St +2 | - | - | 3 lbs | -0 | 1 | 15 | 1 | $46.00 | |

## BLUDGEONS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Simple Club | +0 | St +1 | - | - | 2 lbs | -0 | 0 | 16 | ` | $20.00 | |
| Staff | +2/+3 | St +2/+3 | - | - | 4 lbs | -0 | 0 | 16 | ` | $90.00 | Acc and Dam are for One Hand/Two Hand |
| 1 Hand Axe | +0 | St +3 | St x 7 | 1 | 2 lbs | -0 | 1 | 20 | 1 | $94.00 | |
| Fire Axe | +0/+1 | St +4/+5 | - | - | 5 lbs | -0 | 1 | 16 | 2 | $106.00 | Acc and Dam are for One Hand/Two Hand |
| 2 Hand Axe | +0/+1 | St +4/+7 | - | - | 10 lbs | -0 | 2 | 25 | 3 | $140.00 | Acc and Dam are for One Hand/Two Hand |

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# FLAILS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Simple flail | +0 | St +2 | - | - | 3 lbs | -0 | 0 | 18 | 1 | $50.00 | -1 to be parried |
| Nunchukus | +0 | St +3 | - | - | 1 lb | -0 | 0 | 15 | 1 | $29.20 | Flashy, -1 to be parried |
| Whip | +2 | St +2 | - | - | 2 lbs | -0 | 0 | 12 | 1 | $58.40 | Flashy, -1 to be parried, Entangles |

# BOWS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Simple Bow | +1 | St +2 | Stx5/stx10/stx20/stx30 | 1 | 4 lbs | -0 | 0 | 12 | 1 | $50.00 | Not Designed to Parry |
| (In Melee) | +1 | St +1 | - | - | " | " | " | " | " | " | |
| War Bow | +1 | St +4 | Stx5/stx10/stx20/stx30 | 1 | 6 lbs | -0 | 0 | 18 | 2 | $190.00 | |
| (In Melee) | +1 | St +3 | - | - | " | " | " | " | " | " | |
| Sniper Bow | +5 | St +3 | Stx11/stx22/stx44/stx66 | 1 | 4 lbs | -0 | 0 | 12 | 1 | $415.00 | Not Designed to Parry / Collapsible |
| (In Melee) | +1 | St +1 | - | - | " | " | " | " | " | " | |
| Crossbow | +1 | 12 | 80 / 160 / 240 / 350 | 1 | 6 lbs | -0 | 0 | 12 | 1 | $150.00 | Not Designed to Parry |
| In Melee | +1 | St +1 | - | - | " | " | " | " | " | " | |

# ARROWS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Base Arrow | +0 | +0 | Per Bow | 1 | 4 oz | -0 | 0 | 8 | 0 | $3.50 | |
| Warshot | +0 | +2 | Per Bow | 1 | 6 oz | -0 | 2 | 12 | 0 | $23.10 | |
| Crossbow Bolt | +0 | +0 | Per Bow | 1 | 4 oz | -0 | 0 | 10 | 0 | $6.30 | |
| Cheapass Arrows | +0 | -2 | Per Bow | 1 | 3 oz | -0 | 0 | 6 | 0 | $2.10 | |



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# Standard Technology

## REVOLVERS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| .22 Revolver | +0 | 10 | 15 / 20 / 40 / 80 | 6 | 1 lb | -0 | 0 | 30 | 2 | $100.00 | |
| .38 Revolver | +0 | 12 | 18 / 24 / 48 / 96 | 6 | 1 lb | -0 | 0 | 30 | 2 | $250.00 | |
| Cheapass .38 | -1 | 10 | 16 / 21 / 43 / 87 | 6 | 1 lb | -0 | 0 | 30 | 2 | $250.00 | |
| .45 Revolver | +0 | 15 | 30 / 60 / 120 / 240 | 6 | 1 lb | -1 | 0 | 30 | 2 | $500.00 | |
| Competition .45 | +2 | 15 | 45 / 90 / 180 / 360 | 6 | 1 lb | -1 | 0 | 35 | 2 | $2,750.00 | |

## SEMI-AUTOMATIC

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 7mm Semi Auto | +1 | 10 | 15 / 30 / 40 / 80 | 12 | ¾ lb | -0 | 0 | 30 | 1 | $300.00 | |
| 9mm Semi Auto | +1 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $550.00 | |
| Budget 9mm | +0 | 12 | 16 / 21 / 43 / 87 | 10 | 1 lb | -0 | 0 | 25 | 1 | $82.50 | |
| 9mm Professional | +1 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $891.00 | Modular, Mod Rails, Grenade capable |
| 10mm Semi Auto | +1 | 15 | 23 / 30 / 60 / 120 | 10 | 1.5 lb | -2 | 0 | 30 | 1 | $800.00 | |
| 10mm Warpiece | +3 | 15 | 46 / 60 / 120 / 240 | 15 | 1.5 lb | -1 | 0 | 35 | 2 | $9,296.00 | Modular, Mod Rails, Grenade capable |
| 12.7 Semi Auto | +1 | 20 | 30 / 40 / 80 / 160 | 8 | 2 lbs | -3 | 0 | 30 | 2 | $1,500.00 | |

## MACHINE PISTOLS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 9mm Corp Special | +2 | 12 | 18 / 24/ 48 / 96 | 50 | 1.5 lb | -0 | 0 | 30 | 1 | $6,630.00 | Modular, Mod Rails |
| The Warren “T” 9mm | +0 | 11 | 18 / 24/ 48 / 96 | 30 | 1.5 lb | -1 | 0 | 25 | 0 | $150.00 | |
| Simple 9mm m-pistol | +1 | 12 | 18 / 24/ 48 / 96 | 40 | 1.5 lb | -0 | 0 | 30 | 0 | $1,500.00 | |
| Stealth 7mm m-pistol | +0 | 10 | 15 / 10 / 40 / 80 | 50 | 1.5 lb | -0 | 0 | 30 | 0 | $1,242.00 | Undetectable, Opt. Selector, Mod Rails |

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# SUBMACHINE GUNS

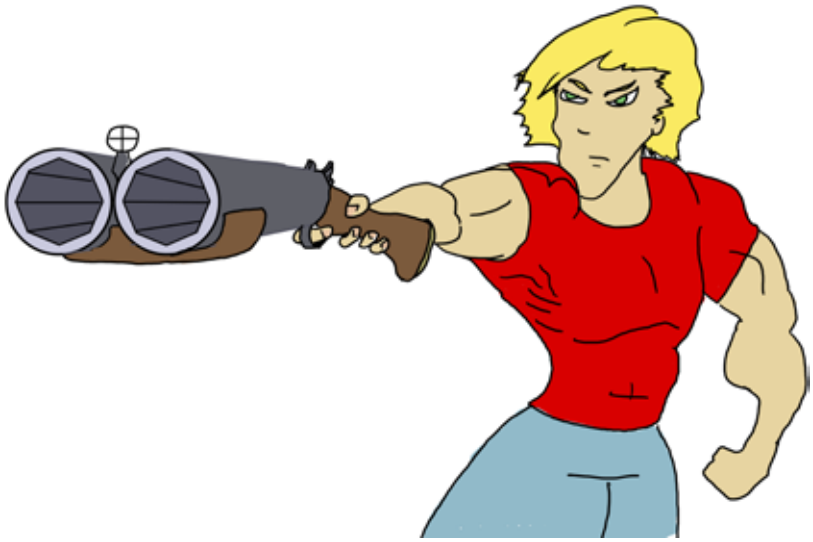
| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| The MP5 | +2 | 12 | 24 / 48 / 96 / 192 | 50 | 2 lbs | -1 | 0 | 30 | 1 | $5,984.00 | Opt. Selector, Mod Rails |
| The MP7 | +2 | 14 | 24 / 48 / 96 / 192 | 60 | 2.5 lbs | -2 | 2 | 35 | 1 | $14,144.00 | Opt. Selector, Mod Rails, Custom Ammo |
| The SC'UZI | +0 | 12 | 24 / 48 / 96 / 192 | 40 | 2 lbs | -2 | 0 | 25 | 0 | $640.00 | |
| Whamthunder 12.7 | +1 | 20 | 40 / 80 / 160 / 320 | 40 | 5 lbs | -1 | 0 | 35 | 1 | $28,944.00 | Mod Rails |

# RIFLES

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Basic .22 Rifle | +2 | 10 | 160 / 320 / 640 / 1,280 | 10 | 5 lbs | -0 | 0 | 30 | 2 | $200.00 | |
| Cheapass .22 | +2 | 10 | 160 / 320 / 640 / 1,280 | 1 | 4 lbs | -0 | 0 | 24 | 1 | $26.00 | |
| .45 Hunting Rifle | +2 | 15 | 240 / 480 / 960 / 1,920 | 12 | 8 lbs | -2 | 0 | 30 | 2 | $915.00 | Mod Rails |
| Bull Rifle (.50) | +2 | 20 | 32 / 540 / 1,280 / 2, 560 | 8 | 10 lbs | -3 | 0 | 30 | 2 | $3,000.00 | |
| The *Mordero* | +5 | 20 | 1,280 / 2,160 / 5,120 / 10,240 | 1 | 15 lbs | +0 | 0 | 35 | 4 | $53,130.00 | Modular, Mod Rails |

# SHOTGUNS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 12 gauge pump | +1 | 18 | 18 / 24 / 48 / 96 | 10 | 5 lbs | -2 | 0 | 35 | 2 | $300.00 | |
| Cheapass 12 dbl | +1 | 18 | 14 /19 / 43 / 76 | 2 | 5 lbs | -2 | 0 | 30 | 1 | $135.00 | Double Barreled |
| 10 gauge pump | +1 | 20 | 23 / 30 / 60 / 120 | 8 | 6 lbs | -3 | 0 | 35 | 2 | $500.00 | |
| The Shiva (10 g) | +2 | 20 | 23 / 30 / 60 / 120 | 30 | 10 lbs | -1 | 0 | 35 | 2 | $5,430.00 | Full Auto, modular, Mod Rails |





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# ASSAULT RIFLES

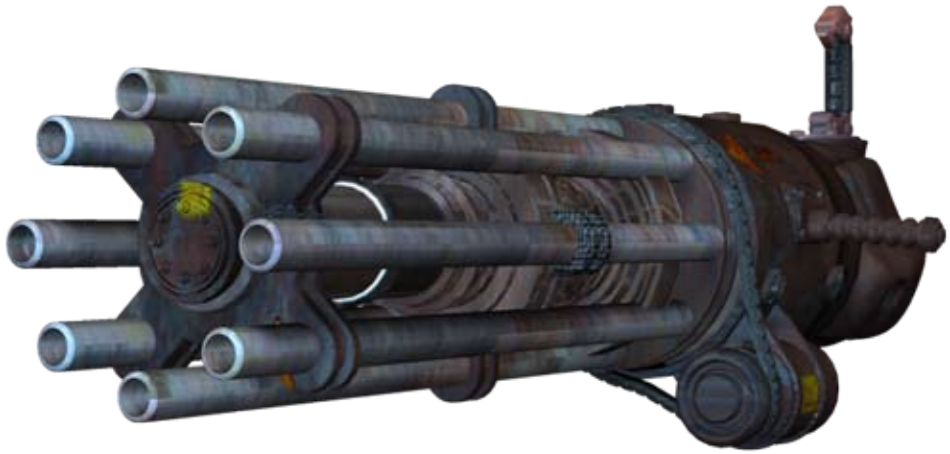
| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 5.56 Assault Rifle | +2 | 15 | 160 / 320 / 640 / 1,280 | 80 | 8 lbs | -1 | 0 | 35 | 1 | $1,500.00 | |
| Cheapass 5.5.6 | +1 | 16 | 80 / 160 / 320 / 640 | 80 | 6 lbs | -1 | 0 | 29 | 1 | $150.00 | |
| 5.56 Pro | +2 | 16 | 160 / 320 / 640 / 1,280 | 80 | 8 lbs | -1 | 0 | 35 | 1 | $2,730.00 | Opt. Sel., Modular, Bayonet, Mod Rails |
| 7.62 Assault Rifle | +1 | 18 | 192 / 384 / 768 / 1536 | 60 | 10 lbs | -2 | 0 | 35 | 1 | $1,000.00 | |
| Cheapass 7.62 | +0 | 18 | 134 / 267 / 538 / 1015 | 60 | 8 lbs | -2 | 0 | 25 | 1 | $100.00 | |
| 7.62 Pro | +3 | 18 | 192 / 384 / 768 / 1,536 | 60 | 10 ;bs | -1 | 0 | 35 | 1 | $7,040.00 | Opt. Sel., Modular, Bayonet, Mod Rails |

# MISCELLANEOUS HEAVY WEAPONRY

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 5.56 Chaingun | +1 | 30 | 240 / 480 / 1,280 / 2, 560 | 10* | 50 lbs | -2 | 0 | 35 | 1 | $3,000.00 | Full Auto Only |
| .50 Machine Gun | +1 | 40 | 320 / 640 / 1,280 / 2,560 | 15* | 60 lbs | -4 | 0 | 35 | 1 | $7,000.00 | Full Auto Only |
| 12.7 Chaingun Pro | +3 | 40 | 320 / 640 / 1,280 / 2,560 | 40* | 75 lbs | -2 | 0 | 35 | 1 | $74,200.00 | Modular, Mod Rails |
| Flamethrower | +2 | 18 | 20 / 60 / 100 / 120 | 20 | 55 lbs | -0 | 0 | 18 / 25 | 1 / 2 | $500.00 | Split stats are for weapon/ fuel tank |
| RPG-7 | +2 | 30 | 1,000 / 2,000 / 3,000 / 4,000 | 1 | 23 lbs | -0 | 5 | 20 / 15 | 1 / 0 | $650.00 | Split stats are for launcher/ rocket, Radius 10 |
| 40mm Grenade Launcher | +1 | ** | 30 / 50 / 100 / 150 | 1 | 5 lbs | -0 | 0 | 29 | 1 | $150.00 | |
| Under-barrel Grenade Launcher | +1 | ** | 30 / 50 / 100 / 150 | 1 | 4 lbs | -0 | 0 | 20 | 1 | $105.00 | -2 when not on a mod rail |
| Six Pack Grenade Launcher | +1 | ** | 60 / 100 / 200 / 300 | 6 | 7 lbs | -0 | 0 | 20 | 1 | $753.00 | Mod Rails |

* Shots refers to bursts rather than individual rounds

** Damage is per grenade





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# High Technology

## ENERGY WEAPONS

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Laser Pistol | +2 | 20 | 100 / 200 / 400 / 800 | 40 | 1 lb | -0 | 2 | 18 | 1 | $1,500.00 | |
| Blaster Pistol | +2 | 25 | 100 / 200 / 400 / 800 | 40 | 1 lb | -0 | 4 | 25 | 1 | $2,805.00 | Mod Rails |
| Stun Pistol | +2 | 20 | 100 / 200 / 400 / 800 | 40 | 1 lb | -0 | 2 | 18 | 1 | $3,000.00 | Stun II Only |
| Military Pistol | +4 | 35 | 300 / 600 / 1,200 / 2,400 | 60 | 2 lbs | -0 | 5 | 30 | 5 | $27,360.00 | Variable Damage, Stun II setting, Explosive Setting, Incendiary Setting, Overload Setting, Bayonet, Mod Rails |
| Laser Rifle | +3 | 30 | 200 / 400 / 800 / 1,600 | 50 | 3 lbs | -0 | 2 | 20 | 2 | $3,000.00 | |
| Laser Sniper | +5 | 30 | 800 / 1,600 / 3,200 / 6,400 | 50 | 3 lbs | -0 | 21 | 29 | 2 | $11,160.00 | Modular, Mod Rails |
| Blast Assault | +3 | 40 | 100 / 200 / 40 / 800 | 120 | 3 lbs | -0 | 2 | 20 | 2 | $23,820.00 | Overload Setting, Mod Rails, Bayonet, Full Auto |
| Cheapass Blast Rifle | +1 | 30 | 100 / 200 / 400 / 800 | 50 | 3 lbs | -0 | 1 | 17 | 2 | $330.00 | |
| Beam Knife | +1 | 20 | St x 5 | - | 1 lb | -0 | 2 | 16 | 1 | $540.00 | 1 extra Shrug of Damage, Breaker, Non-Material Blade |
| Beam Sword | +4 | 30 | - | - | 1 lb | -0 | 2 | 25 | 2 | $1,970.00 | 2 extra Shrugs of Damage, Breaker, Non-Material Blade |

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# AMMUNITION

| Caliber/Type | Cost per shot |
|---|---|
| .22 | $0.05 |
| 7mm | $0.10 |
| .38 | $0.25 |
| 5.56 | $0.30 |
| 7.62 | $0.50 |
| 9mm | $0.75 |
| .45 | $0.85 |
| 10mm | $0.95 |
| .50 | $1.05 |
| 12.7mm | $1.15 |
| Custom | $1.00 |
| 12 Gauge Shell | $0.20 |
| 10 Gauge Shell | $0.25 |

## Ammo Modifications and Cost Multipliers

| Modifier | Multiplier | Notes |
|---|---|---|
| Hollow Point | .30 | Does an additional Shrug if armor is penetrated |
| Frangible | -.30 | ½ damage to armored targets, no damage to inanimate objects |
| Armor Piercing | 2.00 | Ignores 2 Armor Shrugs |
| Explosive | 5.00 | Destroys 3 Armor Shrugs if shot does not penetrate, or does 2 Extra Shrugs |
| Incendiary | 3.00 | On penetration, do one Shrug per turn until removed |
| Rubber | -.50 | Can not take target below 0 Shrugs and Unco |
| Tracer | .40 | +1 per turn of sustained full auto fire on single target, max +5. Flashy. |

Total Modifiers and add 1.00 to get the final multiplier for the Ammunition Cost.
For Example – 9mm ammunition ($0.75 a shot) that was Armor Piercing (a 2.00 multiplier) would cost 3.00 (2.00 +1.00) times $0.75, or $2.25 per bullet. 9mm ammunition that was Armor Piercing AND Explosive (a 5.00 multiplier) would cost 8.00 (2.00 + 5.00 +1.00) times $0.75, or $6.00 a bullet.



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# GRENADES

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Block of Semtek | +0 | 35 | - | 1 | 1 lb | -0 | 0 | 0 | - | $10.00 | Radius 10 |
| Frag Grenade | +0 | 30 | St x5 | 1 | 1 lb | -0 | 3 | 20 | 0 | $20.00 | Radius 5 |
| Concussion Grenade | +0 | 30 | St x5 | 1 | 1 lb | -0 | 0 | 20 | 0 | $30.00 | Radius 5 |
| Flashbang Grenade | +0 | 30 | St x5 | 1 | 1 lb | -0 | 0 | 20 | 0 | $50.00 | Radius 15 |
| Stun Grenade | +0 | 25 | St X5 | 1 | 1 lb | -0 | 0 | 20 | 0 | $75.00 | Stun II effect |
| 40 mm Frag | +0 | 30 | Per Launcher | 1 | ¼ lb | -0 | 3 | 18 | 0 | $30.00 | Radius 5 |
| 40 mm Concussion | +0 | 30 | Per Launcher | 1 | ¼ lb | -0 | 0 | 18 | 0 | $45.00 | Radius 5 |
| 40 mm FlashBang | +0 | 30 | Per Launcher | 1 | ¼ lb | -0 | 0 | 18 | 0 | $75.00 | Radius 15 |
| 40 mm Stun | +0 | 25 | Per Launcher | 1 | ¼ lb | -0 | 0 | 18 | 0 | $112.50 | Stun II effect |
| Pistol Frag | +0 | 25 | Per Pistol | 1 | 1/8 lb | -0 | 3 | 15 | 0 | $15.00 | Radius 5 |
| Pistol Concussion | +0 | 25 | Per Pistol | 1 | 1/8 lb | -0 | 0 | 15 | 0 | $22.00 | Radius 5 |
| Pistol Flashbang | +0 | 25 | Per Pistol | 1 | 1/8 lb | -0 | 0 | 15 | 0 | $37.50 | Radius 10 |
| Pistol Stun | +0 | 20 | Per Pistol | 1 | 1/8 lb | -0 | 0 | 15 | 0 | $56.25 | Stun II effect |

# BATTERIES

| Battery Size | Weight | DR | Shrugs | Cost | Notes |
|---|---|---|---|---|---|
| Small Basic | Neg | 14 | 0 | $5.00 | |
| Standard Basic | Neg | 18 | 0 | $10.00 | |
| Large Basic | 1 lb | 20 | 1 | $35.00 | |
| Huge Basic | 5 lbs | 24 | 2 | $100.00 | |
| Small Rechargable | Neg | 14 | 0 | $10.00 | Can be recharged |
| Standard Rechargable | Neg | 18 | 0 | $20.00 | Can be recharged |
| Large Rechargable | 1 lb | 20 | 1 | $70.00 | Can be recharged |
| Huge Rechargable | 5 lb | 24 | 2 | $200.00 | Can be recharged |
| Military Small | Neg | 19 | 2 | $16.25 | Can be recharged |
| Military Standard | Neg | 23 | 2 | $32.50 | Can be recharged |
| Military Large | 1 lb | 25 | 3 | $113.75 | Can be recharged |
| Military Huge | 5 lb | 29 | 4 | $325.00 | Can be recharged |



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# WEAPON DESCRIPTIONS

# Low Technology

## KNIVES

**Simple Knife –** A basic blade between eight and ten inches long. The generic utility knife, vital for survival.

**Bowie Knife –** Designed for melee combat, this blade features a wicked back-curve along the first third of the back edge, good for ripping and slicing flesh. Very durable.

**Stiletto –** A wickedly thin blade of up to a foot long, it is designed to punch through armor.

**Big Throwing Knife –** Made popular by Vaudeville knife-throwers, this large and balanced weapon does egregious damage.

**Small Throwing Knife –** Tiny and cheap, these knives are more made for target practice than combat, but they can come in handy in a pinch.

**Shuriken –** The "Chinese Throwing Star" of Ninja movie fame (they are neither Chinese nor are they all star-shaped). More a nuisance weapon than an assassin's tool.

**Tanto –** Japanese knife which is commonly a companion to the Katana and Wakizashi. Curved, high-quality and quite strong.

**Bayonet –** Designed to be affixed to the front of a rifle, for those times when the ammunition has run out or the enemy is OH MY GOD HE'S RIGHT *THERE*!

## SWORDS

**Long Sword –** The simplest and most basic of sword designs, this is a sharpened piece of metal two and a half to three feet long, designed to be wielded one-handed.

**Katana –** One of the finest swords ever conceived, made for sharpness and immense strength, usually by hand. Can be wielded one-handed or two-handed, considered one of the planet's finest hand weapons.

**Wakizashi –** The short-sword companion to the Katana, and often sold along with it (together, the two are referred to as the *Daisho*).

**Cavalry Saber –** A one-handed weapon made for the U.S. Cavalry during the Civil War, it was designed to remove opponent's heads from horseback.

**Zweihander –** German for "Two Hander," these massive swords are best used with both hands, and were commonly used for breaking enemy lines.

**Ninja-To –** Sword of the famous Ninja, made to be used one or two-handed.

**Ninja-To Scabbard –** The scabbard for the Ninja-To is also a formidable weapon, a solid metal tube that can be used to bludgeon.

**Short Sword –** The basic short sword, two feet long or less, useful as a back up blade or for small fighters.

**Machete' -** Short sword used for harvesting and forest clearing , nasty in the hands of an expert.

## BLUDGEONS

**Simple Club –** This can be just about anything that you can pick up and hit someone with.

**Staff –** A long pole, four to six feet long. Long considered the most elegant, effective, and basic of all weapons. Usable one or two-handed.

**1 Hand Axe –** Small axe, designed to be used one-handed, and good for throwing.

**Fire Axe –** Commonly available most places where fires are expected to break out, and abundant in fire houses. Good for making a mess out of things. Can be used one-handed or two-handed.

**2 Hand Axe –** An axe designed for war, it is a huge affair with double blades, designed for two-handed use.

## FLAILS

**Simple Flail -** Just about anything flexible you can pick up and hit someone with, from a ball on a chain to a flexible microphone stand.

**Nunchuku –** An Asian rice harvesting tool, two handles connected by a short length of chain. Popularized by Bruce Lee, it is a flashy weapon that can be devastating in close combat.



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**Whip –** Any of a number of long, flexible weapons, usually made from leather, designed to "whip" targets. A skilled user can use one to entangle an opponent, flay the flesh from their body, or seduce politicians.

## BOWS

**Simple Bow –** A recurve bow, a length of laminated wood three feet long or longer, to which a string is attached at either end, under tension. Used to propel arrows. Not good for using in melee combat unless you really, really have to.

**War Bow –** A bow that has been reinforced to whistand melee combat. As a consequence, it fires arrows harder than a simple bow.

**Sniper Bow –** A bow optimized for long range use and stealth, it folds into a small package very quickly.

**Crossbow –** Rather than relying on the user to pull back the string, hold, and release to fire the arrow, the crossbow holds the string itself and fires with a trigger-pull. More accurate and damaging than most other bows, fires shorter arrows referred to as "Bolts."

## ARROWS

**Base Arrow –** A two to three foot length of wood (usually) sharpened at one end with fletching (feathers) at the other for stability. Designed to be fired from a Bow.

**Warshot –** An arrow designed to do more damage on impact, made of stronger materials.

**Crossbow Bolt –** Shorter, sturdier arrow designed to be fired from a crossbow.

**Cheapass Arrow –** An arrow made of shoddy materials, not meant to be recovered or re-used. Popular because they often break in the target when one attempts to remove them.

# Standard Technology

## REVOLVERS

**.22 Revolver –** The classic small "Wheelgun." Features a single action (pulling the trigger fires a bullet, no need to cock the hammer back first), and a six-shot cylinder. An effective back-up gun, despite the small caliber.

**.38 Revolver –** The "Saturday Night Special," ridiculously concealable and easy to acquire.

**Cheapass .38 –** Even easier to acquire than the standard .38, made with shoddy Mexican steel and knocked out by slave labor in third world countries. *Caveat Emptor*.

**.45 Revolver –** A revolver with stopping power, the larger .45 rounds pack a punch.

**Competition .45 –** Engineered for precision firing at longer ranges, features higher accuracy and greater distance. Made from higher strength materials.

## SEMI-AUTOMATICS

**7mm Semi Auto –** One of the smallest guns you can purchase, fits in a purse or a pocket easily. Doesn't pack a lot of power, but with twelve shots, you might just put something down.

**9mm Semi Auto –** The most common caliber of semi automatic handgun. The basic 9mm is a solid workhorse with reliable stopping power and smooth operation.

**Budget 9mm –** Made from shoddy materials and cranked out in third-world human-power factories, the Budget 9mm kind of gets the job done, although not as accurately nor as often.

**9mm Professional –** Made for security personnel and/or bodyguards. Slightly better range than the average 9mm, with a higher shot capacity. It is designed to be easily disassembled for maintenance and concealment. Equipped with mod rails to attach accessories in a flash, and capable of firing pistol grenades.

**10mm Semi Auto –** A Big Honkin' Gun. Best used when something that you shoot needs to go down the first time.

**10mm Warpiece –** A Big Honkin' Gun for professionals. More accurate, longer ranger, more shots, and designed to be easily disassembled for maintenance and concealment. Equipped with mod rails to attach accessories in a flash, and capable of firing pistol grenades.

**12.7 Semi Auto –** The monstrous 12.7mm round is roughly the size of the monstrous .50 caliber round. This gun kicks like a mule, but it gets the job done in spades. Also known as a Hogleg, a BFG, or a "All right!



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I give up! Don't shoot! For god's sake, don't shoot!"

## MACHINE PISTOLS

**9mm Corp Special –** A machine pistol for elite corporate security. Fully automatic, like all machine pistols, modular for easy disassembly (For maintenance and concealment), as well as being equipped with mod rails for rapid attachment of accessories in the field.

**The "Warren" T 9mm –** Another cheapass weapon, inexpensive and poorly designed. It lacks the punch of the standard 9mm machine pistol, and kicks more than physics say it should. Cheap, though… very cheap.

**Simple 9mm Machine Pistol –** The basic 9mm machine pistol, fully automatic and dangerous.

**Stealth 7mm Machine Pistol –** With its smaller rounds, the Stealth doesn't pack the punch of a 9mm machine pistol, but it is constructed of carbon-fiber materials which prevent it from showing up in x-rays or other scans for weapons. The optimized selector make it a dream in close quarters, and with a set of mod rails, this is an extremely adaptable weapon.

## SUBMACHINE GUNS

**The MP5 –** Nearly the perfect weapon, this product of Heckler & Koch has been the standard in 9mm submachine guns for decades. Features an optimized selector and modification rails.

**The MP7 –** The successor to the MP5, and equipped with the same features, the MP7 is smaller, more compact, and fires a custom 4.6 mm round that is a natural armor penetrator.

**The SC'UZI –** A cheap knock off of the Uzi. A reasonably reliable and inexpensive 9mm submachine gun.

**Whamthunder 12.7 –** No other name would do. Using the monstrous 12.7 round and firing them really, really hard, this submachine gun can be used to cut down trees and foes alike. Equipped with mod rails.

## RIFLES

**Basic .22 Rifle –** The common target-shooting rifle. Good range and reliable function.

**Cheapass .22 –** When you've only got twenty-six bucks to your name and you need a .22 rifle, this is the only one you're going to get in new condition. Mostly plastic with a shoddy metal barrel.

**.45 Hunting Rifle –** A rifle for dropping medium game. Equipped with mod rails, usually used for sights of some kind.

**Bull Rifle (.50) –** A .50 caliber "big game" rifle, useful for putting down bulls, occasionally rhinos or lions, or heads of state with body armor.

**The "*Mordero*" –** An assassin's rifle, made for killing people from a very long way away. Uses 12.7 rounds, and equipped with mod rails for attaching accessories quickly. Features modular design – the whole thing can be taken apart by hand in under a minute and easily concealed.

## SHOTGUNS

**12 Gauge Pump –** The most common modern model of shotgun. The distinctive sound of a round being chambered by the pump action ("Chik-Chik!") is enough to stop fights before they start.

**Cheapass 12 Double Barrel –** An inexpensive (and somewhat shoddy) double barreled breach-loading shotgun.

**10 Gauge Pump –** A slightly more serious pump action shotgun, good for hunting.

**The Shiva (10 Gauge) –** A military full automatic shotgun. Modular for quick maintenance and equipped with mod rails for flexibility, the Shiva is a weapon of personal terror.

## ASSAULT RIFLES

**5.56 Assault Rifle –** NATO Standard, the 5.56 round is favored for its longer range and lighter weight.

**Cheapass 5.56 –** A cheap knockoff of the standard 5.56 assault rifle. Useful when you need a crate of assault rifles on a budget.

**5.56 Pro –** For elite soldiers and corporate strike teams. Light and effective, the 5.56 Pro features an optimized selector, is modular for field maintenance, and has both mod rails and a mount for a bayonet.

**7.62 Assault Rifle –** The most common assault rifle on Earth, the heavier 7.62 rounds have more stopping power than the 5.56, but shorter range.

**Cheapass 7.62 –** A cheap knockoff of the standard 7.62



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assault rifle. Battlefields all over the planet are littered with these.

**7.62 Pro –** Modified for accuracy and recoil suppression, with an optimized selector, mod rails, and built modular for easy maintenance and concealment.

## MISCELLANEOUS HEAVY WEAPONS

**5.56 Chaingun –** A multi-barrel rotary gun, barely man portable, capable of only Fully Automatic fire. Useful for shooting invisible monsters in a jungle.

**.50 Caliber Machine Gun –** Mounted on small propeller driven aircraft, the backs of jeeps, and in the arms of action heroes for over fifty years. Only capable of fully automatic fire, and a lot of it.

**12.7 Chaingun Pro –** For the ridiculously over-prepared. Designed to appear man-portable (it comes with a shoulder strap), it features modification rails and has modular design for maintenance. Broken down, it can be concealed in a suitcase or the trunk of a subcompact car.

**Flamethrower –** A backpack full of highly flammable fuel, a hose, and a rifle-like projector with an igniter. Feared on battlefields from the time of the Greeks, the mere sight of someone armed with a flamethrower will cause some troops to surrender, and the rest to open fire on the bearer without let or hindrance.

**RPG-7 –** A simple metal launch-tube firing a single rocket propelled grenade, designed to punch tank armor and destroy large targets. Greatly feared for its effectiveness… spare rockets cost $250.00 each.

**40mm Grenade Launcher –** Single shot pump-action weapon firing 40mm grenades.

**Under-barrel Grenade Launcher –** A grenade launcher designed to be attached to the underside of the barrel of a rifle. Fits nicely on modification rails.

**Six-Pack Grenade Launcher** - A six-shot revolver-style grenade launcher. Extremely imposing on the battlefield.

# High Technology

**Laser Pistol –** The classic laser gun. Good for burning through armor. Drives modern ballistics testers insane.

**Blaster Pistol –** Fires a charged particle beam, hotter and more intense than a laser. Does more damage, burns through armor twice as efficiently. Equipped with mod rails for flexibility.

**Stun Pistol –** The dream of law enforcement, a pistol that will knock out most targets with the first shot without causing injury. Of course, if the target is driving a motorcycle at high speed, standing on a tight-rope, or juggling chainsaws when they are hit, some damage is to be expected…

**Military Pistol –** The crème' de la crème' of blaster pistols. Designed for elite guards and high ranking military personnel, this high powered weapon does it all. It has settings to turn its damage up and down, to stun, cause explosions, ignite targets, and even a self-destruct mode. Equipped with mod rails for flexibility and a bayonet mount for completeness.

**Laser Rifle –** Rifle version of the laser pistol with greater range, more damage, and more accuracy.

**Laser Sniper –** Modified laser rifle optimized for range. Designed to be modular for concealment, and equipped with mod rails, mostly used for telescopic sights.

**Blast Assault –** A blaster assault rifle, capable of fully automatic fire. Terrifying on the field of battle, it has mod rails for rapid attachment of accessories and a bayonet mount. Includes an overload setting for self-destruct.

**Cheapass Blast Rifle –** A cheap charged particle rifle, designed to be passed out to invasion troops. No frills…. None needed.

**Beam Knife –** A fearsome melee weapon, the blade being composed of a short column of plasma energy. Does an extra Shrug of damage, and can not be parried without damaging what you are parrying with (unless it's another non-material blade).

**Beam Sword –** Even more fearsome than the beam knife, the beam sword does two extra Shrugs of damage. A weapon good for anti-personnel, anti-material, and intimidation.



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# AMMUNITION DESCRIPTIONS

**BULLETS –** Are listed by caliber. Calibers listed as .XX are on the standard measurement scale, and refer to the portion of an inch that is the diameter of the bullet. I.E. a .22 bullet is twenty-two hundredths of an inch in diameter. Calibers listed as Xmm are in metric, and are in millimeters. Custom rounds are anything not listed as a standard caliber, such as the 4.6mm ammo fired by the MP 7,

**BULLET MODIFIERS –** These are modifications made to bullets, each having a separate effect. They can be combined.

**HOLLOW PONT –** has a cavity at the front end, causing the bullet to greatly expand when penetrating flesh. Causes an additional Shrug of damage if it penetrates armor.

**FRANGIBLE –** Designed to break up when it hits a hard surface. If it strikes hard armor, its damage is halved. If it strikes a hard inanimate object such as the side of a school bus or the inner hull of a jetliner, it shatters without doing any damage.

**ARMOR PIERCING –** Generally made of, or tipped with, a harder material that transmits more of the bullet's impact to a smaller surface area, greatly increasing the bullet's ability to penetrate armor. Ignores 2 Armor Shrugs when successfully hitting an armored target.

**EXPLOSIVE –** Contains a small amount of an explosive compound which detonates once inside the target, doing massive tissue damage. If the bullet does not penetrate armor, it damages the armor, causing it to lose 3 of its Armor Shrugs (destroying the armor if it has less than 3 Armor Shrugs). If it penetrates armor, it does two additional Shrugs of damage to the target.

**INCENDIARY –** Coated with, or made from, a substance that ignites in contact with air or water. Once an Incendiary round penetrates a target, the target will continue to take one Shrug of damage each round until either a) they are Dead as Hell or b) the round is removed (with a successful Dexterity stat plus Medicine skill roll).

**RUBBER –** Made of a soft material not designed to penetrate flesh, which distributes its force over a greater area. Rubber ammunition can not take a target below 0 Shrugs and Unco, so it is considered "Non-Lethal" ammunition.

**TRACER –** Has a small amount of ignitable material, which is good only for leaving a light-trail behind the bullet. When sustaining full automatic fire on a single target, each round of sustained fire after the first is at a bonus of +1 (to a maximum of +5) because the shooter can clearly see where the bullets are going, and can "walk the stream." Very flashy.

**BATTERIES –** Good for Energy Weapons and Weapon Accessories. Batteries come in four sizes – small, standard, large, and huge. Small batteries are tiny disks the size of coins. Standard batteries are cylinders two inches long by ½ inch wide. Large batteries are cylinders up to six inches long by two inches wide. Huge batteries are box-like affairs up to a cubic foot.
Some batteries can be recharged, which requires a Battery Charger. Others must simply be discarded when they are expended.

Different equipment expend batteries at different rates. The equipment's description will note how long a battery of a given size will keep the equipment in service before it must be recharged or discarded.

Military batteries are made of more durable material, and can be recharged.

**GRENADES –** The base grenade is a block of plastic explosive (Semtek is common), which must have a detonator placed in it and can be thrown according to the Throwing rules.

Actual grenades are designed to be thrown, and have a listed range.

40mm grenades are designed to be fired from grenade launchers.

Pistol grenades are designed to be affixed to the front of a pistol (which must be specially equipped to fire them), and fired from there.

Grenades come in a number of varieties by function –

**Frag Grenades** explode in a shower of sharp metal fragments, designed to cut through armor and do devastating damage in an area.



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**Concussion Grenades** do not have the sharp metal fragments, and hit an area with nothing more than massive concussive force.

**Flashbang Grenades** do not do damage directly, but rather explode with a very loud report and a bright flash which can temporarily blind, deafen, and disorient. They are treated as a Flash Attack with a penalty equal to the grenade's damage, and a radius equal to the grenade's radius.

**Stun Grenades** are a High Technology item that explode in a wave of neurological energy that overwhelms the nervous systems of beings in their radius. Characters and NPCs caught in the radius msut make a roll of their Stamina stat plus their Toughness skill with a penalty equal to the grenade's damage. Failing this roll causes them to go Unco with Shrugs.

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# WEAPON ACCESSORIES

When you have a weapon, you need things to make the weapon easier to hold, easier to use, and easier to maintain. Weapon Accessories cover everything from sheaths and holsters to tactical lights, maintenance kits, and even custom gift cases.

Weapon Accessory listings include the name of the accessory, the accessory's cost, its Damage Resistance, how many Shrugs it has, its weight, and notes.

The notes are fairly self-explanatory. They describe what bonuses (if any) the weapon accessory gives when used.

Many accessories are listed as being either Integral or Modular. An Integral accessory is one built permanently into the weapon, such as an Integral laser designator for a pistol. Integral accessories are added to a weapon using either an Intelligence plus Fabrication or an Intelligence plus Repair roll (player's choice).

Modular accessories are designed to be attached to and removed from a weapon over and over again. They can be attached or removed with a roll on the Intelligence stat plus the relevant weapon's skill (Handgun, Long Arm, or Melee). If the weapon itself has Mod Rails, there is no roll required to attach a modular accessory.

## Repairing Your Weapon Accessories

Like weapons, weapon accessories need to be maintained. There are no hard and fast rules for how often a given type of weapon accessory must be serviced in order to remain serviceable, but a Game Master is welcome to start applying penalties to weapon accessories that have gone ten or more sessions without a Player saying "I'll take this opportunity to polish my scabbard" or "I'd better clean the lens on my tac light." Penalties to rolls to hit with the weapon or even a reduction of any other bonus given by the accessory are appropriate.

Sheaths and holsters need polishing, laser designators and tac lights need to have their batteries replaced.

Even maintenance kits need to have their individual tools cleaned and honed. Doing any of this is as simple as the Character taking an hour or so of game time and rolling against their Intelligence stat plus their Repair skill. A simple set of maintenance tools for that weapon are the only tools required.

Should a weapon accessory take damage as the result of being the target of an attack, being dropped a great distance, or used to try and prop up a descending ceiling, the repair is going to take a little more time (around two hours), and it is going to take some materials to repair. It will cost one percent of the weapon's cost, in dollars, to repair one Shrug of damage. I.E. A laser designator that costs $100.00 requires an outlay of $1.00 in materials in order to repair one Shrug of damage. Again, a simple maintenance kit for the weapon is all that is needed to perform the repairs.

Modifying and/or fabricationg your own weapon accessories is a little more complicated, and is covered in Appendix 5: 'Modifying and Fabricating Your Own Weapon Accessories."

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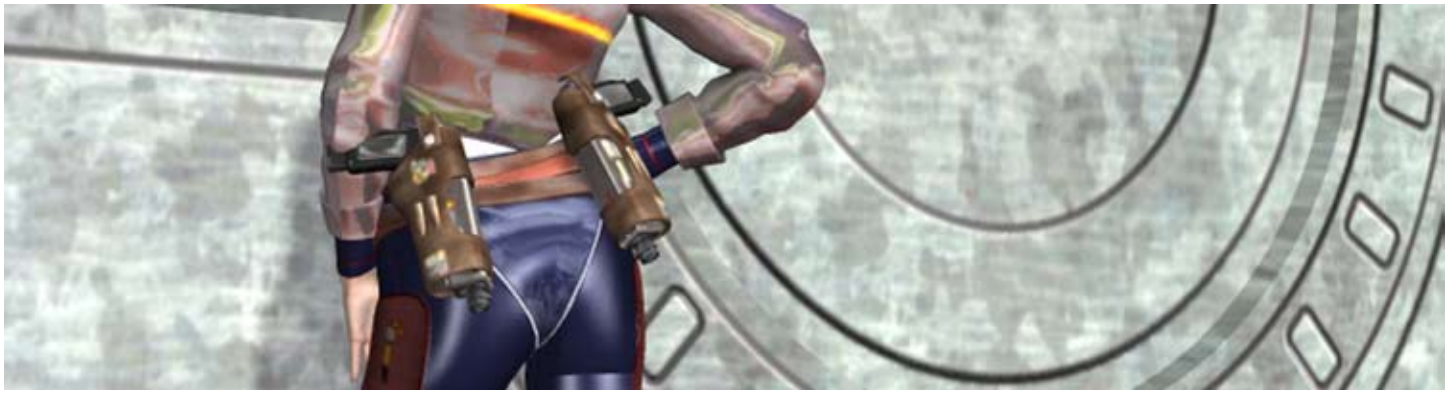
# WEAPON ACCESSORIES

## Sheaths / Scabbards / Holsters

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Basic Knife Sheath | $25.00 | 12 | 0 | ¼ lb | |
| Basic Sword Scabbard | $50.00 | 12 | 0 | 1 lb | |
| Basic Pistol Holster | $25.00 | 12 | 0 | ½ lb | |
| Sheath and Belt | $50.00 | 12 | 0 | 1 lb | Includes integral belt |
| Holster and Belt | $50.00 | 12 | 0 | 1 lb | Includes integral belt |
| Sword Belt | $100.00 | 12 | 0 | 3 lbs | Includes integral belt |
| Basic Shoulder Holster | $50.00 | 12 | 0 | 1 lb | Includes shoulder strap |
| Retracting Shoulder Holster | $75.00 | 12 | 0 | 1 lb | Shoulder strap and auto-retracting strap for pistol |
| Wrist Sheath | $35.00 | 12 | 0 | ¼ lb | Straps onto the wrist |
| Ankle Sheath | $35.00 | 12 | 0 | ¼ lb | Straps onto the ankle |
| Ankle Holster | $35.00 | 12 | 0 | ¼ lb | Straps onto the ankle |
| Deluxe Pistol Belt | $110.00 | 16 | 1 | 2 lbs | Holds 3 reloads for pistol, integral belt |
| Spring Wrist Sheath | $147.50 | 12 | 0 | ¼ lb | Straps onto wrist, +3 to Initiative when drawing |
| Spring Wrist Holster | $147.50 | 12 | 0 | ½ lb | Straps onto wrist, +3 to Initiative when drawing |
| Clip Holder | $25.00 | 12 | 0 | ¼ lb | Pouch for holding 1 clip of ammo |
| Wrist Clip Holder | $35.00 | 12 | 0 | ¼ lb | Straps onto wrist, holds 1 clip |
| Wrist Clip Feeder | $70.00 | 12 | 0 | ¼ lb | Straps onto wrist, holds 1 clip, feeds clip into gun (reloads as free action) |



## Sights

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Basic Sight (Integral) | $100.00 | 10 | 0 | ½ lb | Medium range -0, long range -1, max range -2 |
| Basic Sight (Modular) | $150.00 | 10 | 0 | ½ lb | Medium range -0, long range -1, max range -2 |
| Telescopic Sight (Integral) | $200.00 | 10 | 0 | ½ lb | No Range Penalties |
| Telescopic Sight (Modular) | $300.00 | 10 | 0 | ½ lb | No Range Penalties |
| Night Sight (Integral) | $400.00 | 10 | 0 | ½ lb | Total Darkness Penalty -1, no other darkness penalties |
| Night Sight (Modular) | $600.00 | 10 | 0 | ½ lb | Total Darkness Penalty -1, no other darkness penalties |
| Infra Red Sight (Integral) | $600.00 | 10 | 0 | ¾ lb | No Darkness Penalty |
| Infra Red Sight (Modular) | $800.00 | 10 | 0 | ¾ lb | No Darkness Penalty |
| Telescopic Night (Integral) | $500.00 | 10 | 0 | ½ lb | No Range Penalty, Total Darkness Penalty -1, no other darkness penalties |
| Telescopic Night (Modular) | $750.00 | 10 | 0 | ½ lb | No Range Penalty, Total Darkness Penalty -1, no other darkness penalties |
| Telescopic IR (Integral) | $700.00 | 10 | 0 | ½ lb | No Range Penalties, No Darkness Penalty |
| Telescopic IR (Modular) | $900.00 | 10 | 0 | ½ lb | No Range Penalties, No Darkness Penalty |
| Military Scope (Integral) | $1,000.00 | 20 | 2 | 1 lb | No Range Penalties, No Darkness Penalty |
| Military Scope (Modular) | $1,500.00 | 20 | 2 | 1 lb | No Range Penalties, No Darkness Penalty |



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# Stocks

Note: Rifles, Shotguns, Assault Rifle, and Machine guns are already assumed to have Stocks.

Removing the stock from a weapon that is equipped with one increases the weapon's Kick by 1, decreases its accuracy by 1, reduces its cost by $30.00 (if done before market), and reduces the weapon's weight by 1 ½ lbs.

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Basic Stock (Integral) | $40.00 | 16 | 1 | 2 lbs | -1 Kick, +1 Accuracy, St +2 Melee Damage |
| Basic Stock (Modular) | $60.00 | 16 | 1 | 2 lbs | -1 Kick, +1 Accuracy, St +2 Melee Damage |
| Folding Stock (Integral) | $120.00 | 16 | 1 | 2 lbs | As per basic stock, and folds/unfolds as one action |
| Folding Stock (Modular) | $180.00 | 16 | 1 | 1 lbs | As per basic stock, and folds/unfolds as one action |
| Precision Stock (Integral) | $80.00 | 16 | 1 | 2 lbs | -1 Kick, +2 Accuracy, St +2 Melee Damage |
| Precision Stock (Modular) | $120.00 | 16 | 1 | 2 lbs | -1 Kick, +2 Accuracy, St +2 Melee Damage |
| Recoiless Stock (Integral) | $200.00 | 16 | 1 | 2 lbs | -3 Kick, +1 Accuracy, St +2 Melee Damage |
| Recoiless Stock (Modular) | $300.00 | 16 | 1 | 2 lbs | -3 Kick, +1 Accuracy, St +2 Melee Damage |
| Military Stock (Integral) | $260.00 | 26 | 3 | 3 lbs | -1 Kick, +1 Accuracy, St +4 Melee Damage, Stores 1 lb |
| Military Stock (Modular) | $390.00 | 26 | 3 | 3 lbs | -1 Kick, +1 Accuracy, St +4 Melee Damage, Stores 1 lb |

# Barrel Extensions

Note: Rifles, Shotguns, Assault Rifle, and Machine guns are already assumed to have Barrel Extensions... this is not to say that their barrels can not be *further* extended.

Removing the barrel extension from a weapon that is equipped with one increases the weapon's range by 10%, decreases its accuracy by 1, reduces its cost by $50.00 (if done before market), and reduces the weapon's weight by ½ lb. It also makes the weapon somewhat easier to conceal.

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Extension (Integral) | $100.00 | 18 | 1 | ½ lb | +1 Accuracy, +10% Range |
| Base Extension (Modular) | $200.00 | 18 | 1 | ½ lb | +1 Accuracy, +10% Range |
| Base Supporessor (Integral) | $250.00 | 18 | 1 | ½ lb | -1 Accuracy, -10% Range, -5 to track or notice Shooter |
| Base Supporessor (Modular) | $500.00 | 18 | 1 | ½ lb | -1 Accuracy, -10% Range, -5 to track or notice Shooter |
| Custom Suppressor (Integral) | $450.00 | 18 | 1 | ½ lb | +0 Accuracy, -0% Range, -7 to track or notice Shooter |
| Custom Suppressor (Modular) | $900.00 | 18 | 1 | ½ lb | +0 Accuracy, -0% Range, -7 to track or notice Shooter |
| Military Extension (Integral) | $1,200.00 | 23 | 2 | ¾ lb | +3 Accuracy, +50% Range, -7 to track or notice Shooter |
| Military Extension (Modular) | $2,400.00 | 23 | 2 | ¾ lb | +3 Accuracy, +50% Range, -7 to track or notice Shooter |



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# Foregrips

Note: Submachine Guns, Rifles, Shotguns, Assault Rifle, and Machine guns are already assumed to have Foregrips.

Removing the foregrip from a weapon that is equipped with one increases the weapon's Kick by 1, decreases its accuracy by 1, reduces its cost by $60.00 (if done before market), and reduces the weapon's weight by ½ lbs.

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Foregrip (Integral) | $25.00 | 15 | 0 | ½ lb | -1 Kick, +1 Accuracy |
| Base Foregrip (Modular) | $50.00 | 15 | 0 | ½ lb | -1 Kick, +1 Accuracy |
| Folding Foregrip (Ingegral) | $75.00 | 15 | 0 | ½ lb | -1 Kick, +1 Accuracy, folds/unfolds in one action |
| Folding Foregrip (Modular) | $150.00 | 15 | 0 | ½ lb | -1 Kick, +1 Accuracy, folds/unfolds in one action |
| Military Foregrip (Integral) | $275.00 | 25 | 2 | ¾ lb | -3 Kick, +2 Accuracy, folds/unfolds in one action |
| Military Foregrip (Modular) | $275.00 | 25 | 2 | ¾ lb | -3 Kick, +2 Accuracy, folds/unfolds in one action |

# Laser Designators

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Designator (Integral) | $100.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming |
| Base Designator (Modular) | $150.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming |
| Colorful Designator (Integral) | $200.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, Variable Color |
| Colorful Designator (Modular) | $300.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, Variable Color |
| IR Designator (Integral) | $400.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, Invisible IR Dot |
| IR Designator (Modular) | $800.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, Invisible IR Dot |
| Rave Designator (Integral) | $200.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, fanciful designs |
| Rave Designator (Modular) | $400.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, fanciful designs |
| Spray Designator (Integral) | $600.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, designates "spray" area |
| Spray Designator (Modular) | $1,200.00 | 10 | 0 | - | +3 Aim bonus w/out Aiming, designates "spray" area |
| Military Designator (Integral) | $700.00 | 20 | 2 | ¼ lb | +3 Aim bonus w/out Aiming, IR dot variable |
| Military Designator (Modular) | $1,400.00 | 20 | 2 | ¼ lb | +3 Aim bonus w/out Aiming, IR dot variable |

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## Bipods

Note: Bipods normally eliminate all Kick from weapons smaller than Machine Guns… for Machine Guns, they only reduce the Kick by -2.

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Bipod (Integral) | $75.00 | 16 | 1 | 2 lbs | Negates All Kick (for guns smaller than machine guns) |
| Base Bipod (Modular) | $150.00 | 16 | 1 | 2 lbs | Negates All Kick (for guns smaller than machine guns) |
| Spring Bipod (Integral) | $300.00 | 16 | 1 | 2 lbs | As per base bipod, but deploys as free action |
| Spring Bipod (Modular) | $600.00 | 16 | 1 | 2 lbs | As per base bipod, but deploys as free action |
| Tripod (Integral) | $450.00 | 16 | 1 | 3 lbs | As per bipod, but negates all Machine Gun kick |
| Tripod (Modular) | $900.00 | 16 | 1 | 3 lbs | As per bipod, but negates all Machine Gun kick |
| Military Bipod (Integral) | $187.50 | 21 | 2 | 2.5 lbs | Negates All Kick (for guns smaller than machine guns) |
| Military Bipod (Integral) | $375.00 | 21 | 2 | 2.5 lbs | Negates All Kick (for guns smaller than machine guns) |

## Tactical Lights

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Tac Light (Integral) | $50.00 | 16 | 1 | ¼ lb | 50 foot range, 5 foot area |
| Base Tac Light (Integral) | $75.00 | 16 | 1 | ¼ lb | 50 foot range, 5 foot area |
| Mag Tac Light (Integral) | $250.00 | 16 | 1 | ¼ lb | 100 foot range, 15 foot area, Adjustable |
| Mag Tac Light (Modular) | $375.00 | 16 | 1 | ¼ lb | 100 foot range, 15 foot area, Adjustable |
| Military Tac Light (Integral) | $140.00 | 21 | 2 | ¼ lb | 50 foot range, 5 foot area, accepts Gels |
| Military Tac Light (Modular) | $210.00 | 21 | 2 | ¼ lb | 50 foot range, 5 foot area, accepts Gels |

## Clips

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Clip | $5.00 | 14 | 0 | - | Holds 1x a firearm's Shots |
| Extended Clip (Banana) | $10.00 | 14 | 0 | - | Holds 2x a firearm's Shots |
| Extended Clip (Drum) | $20.00 | 14 | 0 | ¼ lb | Holds 4x a firearm's Shots |
| Extended Clip (Double Drum) | $50.00 | 14 | 0 | ½ lb | Holds 8x a firearm's Shots |
| Military Clip | $6.25 | 19 | 1 | - | Holds 1x a firearm's Shots |

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## Ammo Belts

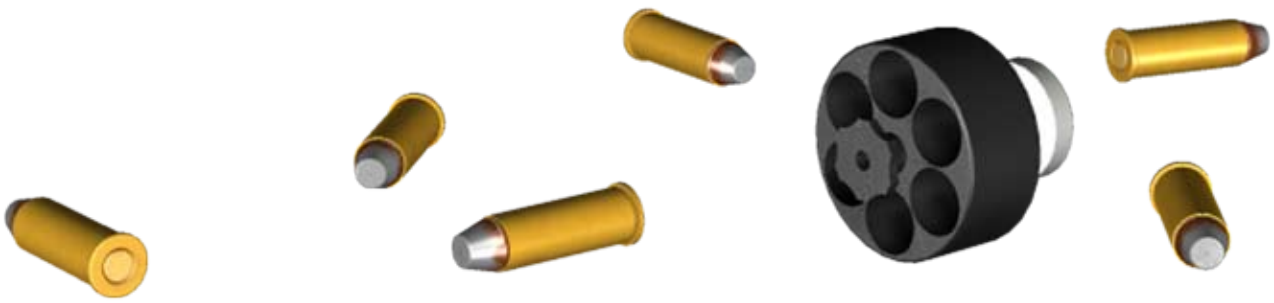
| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Ammo Belt | $20.00 | 14 | 0 | 1 lb | Holds 1x a firearm's Shots |
| Medium Ammo Belt | $40.00 | 14 | 0 | 3 lbs | Holds 5x a firearm's Shots |
| Long Ammo Belt | $60.00 | 14 | 0 | 5 lbs | Holds 10x a firearm's Shots |
| Base Ammo Box | $60.00 | 18 | 1 | 3 lbs | Holds 1x a firearm's Shots |
| Medium Ammo Box | $80.00 | 18 | 1 | 5 lbs | Holds 5x a firearm's Shots |
| Long Ammo Box | $100.00 | 18 | 1 | 7 lbs | Holds 10x a firearm's Shots |
| Ammo Backpack | $220.00 | 18 | 2 | 20 lbs | Holds 20x a firearm's Shots |

## Battery Chargers

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Battery Charger | $20.00 | 10 | 0 | - | Charge 2 small batteries, 1 standard or 1 large in 6 hours |
| Medium Charger | $40.00 | 10 | 0 | - | Charge 4 small batteries, 2 standard , 1 large or 1 huge in 6 hours |
| Large Charger | $60.00 | 10 | 0 | - | Charge 8 small batteries, 4 standard , 2 large or 1 huge in 6 hours |
| Fast Small Charger | $40.00 | 10 | 0 | - | Charge 2 small batteries, 1 standard or 1 large in 3 hours |
| Fast Medium Charger | $60.00 | 10 | 0 | - | Charge 4 small batteries, 2 standard , 1 large or 1 huge in 3 hours |
| Fast Large Charger | $80.00 | 10 | 0 | - | Charge 8 small batteries, 4 standard , 2 large or 1 huge in 3 hours |
| V Fast Small Charger | $60.00 | 10 | 0 | - | Charge 2 small batteries, 1 standard or 1 large in 1 hour |
| V Fast Medium Charger | $80.00 | 10 | 0 | - | Charge 4 small batteries, 2 standard , 1 large or 1 huge in 1 hour |
| V Fast Large Charger | $100.00 | 10 | 0 | - | Charge 8 small batteries, 4 standard , 2 large or 1 huge in 1 Hour |
| Military Charger | $125.00 | 15 | 2 | ½ lb | Charge 8 small batteries, 4 standard , 2 large or 1 huge in 1 Hour |

## Speed Loaders

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Speed Loader | $20.00 | 14 | 1 | - | |
| Cheapass Speed Loader | $2.00 | 4 | - | - | Breaks VERY easily |
| Military Speedloader | $40.00 | 24 | 2 | - | |





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# Maintenance Kits

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Base Knife/Sword Kit | $50.00 | 18 | 1 | 2 lbs | |
| High Quality Knife/Sword Kit | $250.00 | 18 | 1 | 3 lbs | +4 to Repair rolls |
| Master's Knife/Sword Kit | $700.00 | 18 | 1 | 20 lbs | Allows creation and modification of knives/swords |
| Base Bludgeon Kit | $40.00 | 18 | 1 | 2 lbs | |
| High Quality Bludgeon Kit | $120.00 | 18 | 1 | 3 lbs | +2 to Repair Rolls |
| Master's Bludgeon Kit | $560.00 | 18 | 1 | 20 lbs | Allows creation and modification of bludgeons |
| Base Pistol Kit | $60.00 | 20 | 1 | 1 lb | |
| Pistol Cleaning Kit | $42.00 | 20 | 1 | 1 lb | Only for cleaning (-2 to Repair) |
| Pistol and Ammo Kit | $180.00 | 20 | 1 | 5 lbs | Also for making, packing, and modifying ammo |
| Pistol Armorer's Kit | $960.00 | 20 | 1 | 10 lbs | +3 to Repair, allows creation and modification of Pistols, as well as making, packing, and modifying ammo |
| Base Machine Pistol Kit | $70.00 | 20 | 1 | 2 lbs | |
| Machine Pistol Cleaning Kit | $49.00 | 20 | 1 | 1lb | Only for cleaning (-2 to Repair) |
| Quality Machine Pistol Kit | $420.00 | 20 | 1 | 3 lbs | +2 to Repair rolls, allows modification of Machine Pistols |
| Machine Pistol and Ammo Kit | $210.00 | 20 | 1 | 5 lbs | Also for making, packing, and modifying ammo |
| Base Rifle Kit | $65.00 | 18 | 1 | 2 lbs | |
| Rifle and Ammo Kit | $195.00 | 18 | 1 | 5 lbs | Also for making, packing, and modifying ammo |
| Rifle Armorer's Kit | $1,040.00 | 18 | 1 | 10 lbs | +3 to Repair, allows creation and modification of Rifles, as well as making, packing, and modifying ammo |
| Rifle Cleaning Kit | $45.50 | 18 | 1 | 1 lb | Only for cleaning (-2 to Repair) |
| Base Assault Rifle/MG Kit | $100.00 | 20 | 2 | 1 lb | |
| AR/MG Cleaning Kit | $70.00 | 20 | 2 | ¾ lb | Only for cleaning (-2 to Repair) |
| AR/MG and Ammo Kit | $300.00 | 20 | 2 | 5 lbs | Also for making, packing, and modifying ammo |
| AR/MG Mod Kit | $400.00 | 20 | 2 | 3 lbs | Allows for modification of Assault Rifles and Machine Guns |
| Base Demolition Kit | $75.00 | 25 | 2 | 2 lbs | |
| Base Flamethrower Kit | $200.00 | 20 | 2 | 5 lbs | |
| Base Rocket Launcher Kit | $125.00 | 20 | 2 | 2 lbs | |
| Base Grenade Launcher Kit | $115.00 | 20 | 2 | 2 lbs | |
| Base Energy Weapon Kit | $300.00 | 20 | 1 | 1 lb | |
| High Quality E-Weapon Kit | $1,500.00 | 20 | 1 | 1 lb | +4 to Repair rolls |
| Bullet Kit | $350.00 | 20 | 2 | 4 lbs | Allows for the making, packing, and modification of any caliber of bullet |
| Grenade Kit | $500.00 | 20 | 2 | 6 lbs | Allows for the manufacture and modification of grenades |

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| Weapon Case | | | | | |
|---|---|---|---|---|---|
| **Accessory** | **Cost** | **DR** | **Shrugs** | **Weight** | **Notes** |
| Base Weapon Case | $50.00 | 15 | 1 | 5 lbs | |
| Gift Case | $300.00 | 15 | 1 | 5 lbs | High quality, very pretty |
| Professional's Case | $75.00 | 15 | 1 | 5 lbs | Room for a maintenance kit and an extra load of Ammo |
| Trick Case | $100.00 | 15 | 1 | 5 lbs | Hidden switch fires weapon while inside case, at -2 |
| Discarding Case | $75.00 | 15 | 1 | 5 lbs | Hidden switch causes case to drop away from weapon, leaving it in the user's hand in a single action |
| Stealth Case | $500.00 | 15 | 1 | 5 lbs | -4 penalty to detect weapon in case |
| Military Case | $200.00 | 25 | 5 | 7 lbs | Room for a maintenance kit and an extra load of Ammo |

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# WEAPON ACCESSORY DESCRIPTIONS

**SHEATHS, SCABBARDS, and HOLSTERS –** Sheaths are for holding knives, Scabbards are for holding swords, and Holsters are for holding firearms. A weapon in a sheath, scabbard, or holster can be drawn in one action, as opposed to weapons in pockets, waistbands, or the like, which take a full turn to draw.

Sheaths, Scabbards, and Holsters may be equipped with an integral belt, allowing them to be removed without sacrificing one's ability to holdup one's pants.

They may also be equipped with straps for affixing them to the wrist, the ankle, or under the arm.

A more modern innovation, some shoulder rigs have a retracting strap which makes it possible to release the weapon without dropping it.

A Spring sheath or holster has an action built into I which makes the weapon literally fly into the hand of the wielder, giving a bonus to their initiative.

Some holsters have additional storage for ammunition. Some even have "clip feeders," which act like a spring-loaded holster and feed a clip of ammunition into a semi-automatic or machine pistol as a free action.

**SIGHTS –** Give a bonus to hit targets at range with ranged weapons. Telescopic sights give the best performance, negating all range penalties after a turn of aiming.

Night sights work on light intensification technology. They negate most darkness penalties, but are still at -1 in total darkness. They require a small battery for their function, which lasts for about a week of service.

Infra Red sights target by heat rather than by light, and so are effective even in total darkness, negating all darkness penalties. They also require a small battery, which lasts for about a week of service.

Military scopes are designed with tougher materials, and can take more damage.

**STOCKS –** Affix to the back of a weapon for stability and control. Rifles, Shotguns, Assault Rifles, and Machine Guns are already assumed to have stocks, and the function of a stock is figured into their statistics.

Of course, the stock can be removed from a weapon already equipped with one to make the weapon more concealable. This reduces the weapons' accuracy by on e and increases its Kick by one, as well as removing 1 ½ lbs from the weapons weight. If this is a before-market modification, it reduces the cost of the weapon by $30.00 (One can not saw the stock off of their rifle and take it back to the store for $30.00 refund).

Folding stocks can be quickly swung or slid out of the way or back into play (One action for either), allowing for rapid concealment and deployment.

Precision stocks have special padding and carefully measured tolerances which make them add more accuracy to a weapon.

Recoiless stocks use high tech recoil suppression systems to reduce the Kick of a weapon.

Military stocks are optimized for durability, have more Shrugs, and are excellent for hitting people with, doing Strength +4 Damage, as opposed to the Strength +2 of the standard Stock.

**BARREL EXTENSIONS –** Rifles, Shotguns, Assault Rifles, and Machine Guns are already assumed to have barrel extensions. This is not to say that their barrels can not be extended *further*.

Removing the barrel extension from a weapon that is equipped with one decreases the weapon's range by 10%, decreases its accuracy by 1, and reduces the weapon's weight by ½ lb. This makes the weapon easier to conceal. If done before market, this also reduces the cost of the weapon by $50.00 (One can not saw off the barrel of their rifle and take it back to the store for a $50.00 refund).

Base extensions improve the performance of a weapon, increasing both its range and accuracy. Many target pistols have base extensions.

Extensions can be turned into Suppressors, chambers which suppress the muzzle flash and report of a gun shot – also known as a Silencer. Basic suppressors reduce the weapon's accuracy and range, and give a penalty to track or even to notice the shooter.

Custom suppressors are made to work with the capabilities of a specific model of a gun, and do not affect its performance. They are also generally more effective as suppressors.



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Military extensions are designed to improve accuracy, range, AND to suppress the flash and report of a gun. They are built out of heartier materials, and can take more damage.

**FOREGRIPS –** Submachine Guns, Rifles, Shotguns, Assault Rifles, and Machine Guns are already assumed to have Foregrips, and the effects of the Foregrips are figured into the weapon's statistics.

Removing the foregrips from a weapon that is already equipped with one increases the weapon's Kick by one and decreases its Accuracy by one. It also reduces the weapon's weight by ½ lb and makes it easier to conceal. Done before market, this reduces the cost of the weapon by $30.00 (One can not remove the foregrip from their shotgun and take it back to the shop for a $30.00 refund).

The base foregrip allows one to get a second hand on a one-handed weapon, steadying it and improving accuracy and recoil.

Folding foregrips can be quickly collapsed or deployed (one action for either), making it easier to conceal or whip out in a firefight.

Military foegrips not only fold, but are made of more durable materials, suppress more Kick, and greatly increase the weapon's accuracy.

**LASER DESIGNATOR –** The cinematically popular "Laser Sight" projects a dot onto the point where a firearm's bullet is most likely to go, allowing one to "Aim" on the fly. Normally, it takes one turn to aim and get the +3 Aiming bonus to Accuracy. With a Laser Designator, the +3 is automatically added with no turn to aim necessary.

Designators require a small battery to operate, which work for a week of service.

The base designator projects a simple red dot.
Colorful designators can vary the color of the dot, from red to green to blue to yellow. A style choice only.

IR Designators project their dot in Invisible Infra Red. One must be able to see into the Infra Red spectrum (perhaps by using an Infra Red Telescopic Sight) in order to gain the benefit of this Designator.

Rave Designators are capable of accepting a number of different "Diffusers," popular with laser pointers. This allows something besides a dot to be projected as the targeting point. Crosses, cross hairs, flowers, skulls, and bunnies are among the most popular. Rave designators come with a large selection of diffusers.

Spray Designators project not a dot, but a circle. This is for weapons such as shotguns and assault rifles where the projectiles are likely to spray an area rather than hit a single point. It is also quite intimidating to look down and see half of one's torso designated by a glowing red circle.

Military Designators are built tougher, and can be switched between a visible red dot and an invisible Infra Red dot (takes one action).

**BIPODS –** A pair of folding legs that affix to the underside of a long firearm barrel. Used for bracing rifles, assault rifles, and machine guns for more accurate and secure firing. For everything except machine guns, this negates all Kick for the weapon. For Machine Guns, it reduces Kick by two. Takes one turn to deploy or to fold the bipod for use.

Spring bipods are spring-loaded, and deploy with the flick of a switch (a free action). Folding a spring bipod takes a full turn.

Tripods are three-legged affairs which are more efficient for bracing. They can negate all Kick for Machine Guns.

Military bipods are still not as effective for Machine Guns, but they are extremely durable.

**TACTICAL LIGHTS –** Basically a flashlight affixed to a firearm which illuminates the firearm's target area. The base tactical light illuminates at a distance of fifty feet, generating a circle of light with a five foot radius. A small battery provides function for one week of service.

Mag Tac Lights illuminate at up to one hundred feet and an area of up to fifteen feet. The focal length and illuminated area can be adjusted (it takes one action to do so).

Military Tac Lights are substantially more durable than the base morel. Colored gels can be affixed to the military Tac Light, turning the light red, blue, yellow, or green. The red is the most commonly used, as it does not interfere with one's ability to adjust to low light.

**CLIPS –** A magazine for an automatic or semi-automatic firearm. Clips must be purchased separately for



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each model of firearm. The basic clip holds the firearm's listed number of shots. It takes five minutes to load bullets into a standard clip.

A Banana Clip is more cumbersome than a standard clip, and generally extends past the magazine chamber of the weapon it is inserted into. It holds twice the weapon's listed number of Shots. T takes ten minutes to load bullets into a Banana Clip.

A Drum Clip is much more cumbersome than a standard clip, and consists of a cylindrical drum with an extension that fits into the weapon's magazine chamber. It holds four times the weapon's listed number of Shots. It take fifteen minutes to load bullets into a Drum Clip.

A Double Drum Clip is ridiciulously cumbersome, and renders the weapon unconcealable. It consists of a pair of cylindrical drums, side-by-side and an extension that fits into the weapon's magazine chamber. It holds eight times the weapon's listed number of Shots. It takes twenty minutes to load bullets into a Double Drum Clip.

A Military Clip is a standard Clip that is made of more durable materials.

**AMMO BELTS –** Belts composed to ammunition and links, holding bullets in a long flexible line which can be fed into weapons with very high rates of fire. Ammo belts must be assembled with the use of a maintenance kit or ammunition tools. The standard Ammo Belt holds a weapon's listed number of Shots. These are commonly used for Machine Guns and Chain Guns.

Medium Ammo Belts are simply longer belts, holding five times a weapon's listed number of Shots.
Long Ammo Belts are even longer, holding ten times a weapon's listed number of Shots.

Ammo Boxes are boxes which affix to the side of a weapon and holds the Ammo Belt. It makes the weapon more portable and easier to aim. The Base Ammo Box holds the weapon's listed number of Shits.

The Medium Ammo Box holds five times the weapon's listed number of Shots.

The Long Ammo Box holds ten times the weapon's listed number of Shots.

The Ammo Backpack is a large Ammo Box with shoulder straps and padding, designed to be worn on the back. It has a flexible magazine tube which feeds into the weapon. Best used for feeding ammunition into a weapon that is to be used to fire at invisible enemies in the jungle. Holds twenty times the weapon's listed number of Shots. Takes at least six hours to reload.

**BATTERY CHARGERS –** Attaches to a power grid with a power cod, used for recharging rechargeable batteries. The base unit can recharge two small batteries or one standard or large battery in about six hours.

The Medium Charger can charge four small batteries, two standard batteries, one large or one huge battery in six hours.

The Large Charger can charge eight small batteries, four standard batteries, two large batteries or one huge battery in six hours.

The Fast small charger can recharge two small batteries or one standard or large battery in about three hours.

The Fast Medium Charger can charge four small batteries, two standard batteries, one large one huge battery in three hours.

The Fast Large Charger can charge eight small batteries, four standard batteries, two large batteries or one huge battery in three hours.

The V Fast small charger can charge recharge two small batteries or one standard or large battery in about one hour.

The V Fast Medium Charger can charge four small batteries, two standard batteries, one large or one huge battery in one hour.

The V Fast Large Charger can charge eight small batteries, four standard batteries, tow large batteries, or one huge battery in one hour.

The Military Charger is a more durable version of the V Fast Large Charger.

**SPEED LOADERS –** Cylinders which hold a load of bullets for a revolver such that they can be rapidly loaded into the revolver. Each model of revolver requires its own model of Speed Loader.

Cheapass Speed Loaders are made of little more than paper mache' or duct-tape. They're not really good for more than a single use.



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Military Speed Loaders are made from exceptionally durable materials.

**MAINTENANCE KITS –** 3Kits with the tools necessary to maintain weapons. The base kit allows Repair rolls at no penalty for the type of weapon that the kit is designed for.

High Quality kits have higher quality tools and give a bonus to Repair rolls.

Some kits allow for the modification of the kits type of weapon, allowing rolls on the Repair and Fabrication skills to modify the weapon at no penalty.

Other kits allow for he creation of the weapon, allowing for rolls on the Fabrication skill to manufacture a weapon at no penalty.

Firearm Maintenance Kits may include equipment for making, packing, and modifying ammunition for that specific type of weapon.

Certain kits are only good for cleaning weapons, they lack all of the tools necessary to repair weapons. They can be used for repairs in a pinch, but Repair rolls with cleaning kits are at -2.

Bullet kits allow for the manufacture, packing, and modification of any caliber of bullet.

Grenade kits allow for the manufacture of grenades of any type, whether thrown, made for a launcher, or designed as pistol grenades.

**WEAPON CASE –** Weapon cases are basically boxes for carrying weapons in. The base weapon case is a foam-padded wood and/or plastic case which holds a specific weapon safely for transport. Weapon cases are purchased specific to the type of weapon that they are meant to hold.

Gift Cases are made of polished wood or some other opulent material, and include a small brass plaque suitable for engraving. They are meant to be used when a weapon is presented as a gift.

The Professional's Case holds not only the weapon, but also a Maintenance Kit for that weapon (sold separately) and a load of ammunition for that weapon (also sold separately).

The Trick Case has a hidden catch which triggers the weapon in the case (ideally a firearm). The case has a hidden port which allows the weapon to fire from inside of it without damaging the case. Firing the weapon from inside the case incurs a penalty of -2.

The Discarding Case is similar to the Trick Case. A hidden catch causes the case to drop away, leaving the weapon ready in the hand of the wielder. This allows weapon to be readied in a single action. The case can be re-acquired and reused later.

The Stealth Case is made from high tech materials which make it difficult to scan the weapon in the case. All attempts to locate a weapon in the case (aside from opening the case and looking) are at -4.

The Military Case is an extremely durable version of the Professional's Case.

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# ARMOR

While Characters can "Shrug" off damage for a while, it never hurts to have a little protection between one's self and what is trying to eviscerate one. In a world full of danger, Armor is a necessity, no matter how safe one feels.

Because the default target of attacks is center mass, most people can get by with a good armored vest of some sort. For people who might be going up against foes who understand this, suits with more coverage are a good investment.

The Armor listings start with the name of the specific type of armor; this often gives a clue as to the amount of coverage that the armor gives. This is followed by the armor's DR. Unlike other equipment DR listings, this is the amount that the armor adds to the Character's Damage Resistance while worn.

This is followed by the armors Shrugs. This is how many Shrugs the armor will take instead of the character every time it is hit. I.E. – if someone is wearing armor with two Shrugs, and a foe hits that person with an attack that will do three Shrugs, only one Shrug actually penetrates to the armor's wearer. If the armor has more Shrugs than the incoming attack will do, all damage from the attack is negated.

After Shrugs, the armor's Agility is listed. This is the penalty (if any) to the wearer's Agility stat while they are wearing the armor. This affect's the character's performance – heavy and cumbersome armor can get to be a real problem, really fast.

After Agility is the armor's Hits. This is the number of attacks that the armor can stop before it becomes useless. This means successful attacks that are not dodged or parried, whether the damage goes through to the wearer or not. Armor can only take so much (usually its DR) damage before it is rendered useless, hanging in shreds and dragging its trauma plates behind it.

Then comes the listing for the armor's Weight, its Cost, and finally the Notes. The Notes list what areas of the body the armor covers, and what special qualities it might have.

Armor with Environmental Sealing A protects against airborne chemicals and pathogens (but not radiation), and has a one hour independent air supply.

Armor with Environmental Sealing B is fully "NBC" rated (Nuclear, Biological, Chemical), and can protect against Radiation up to Gamma levels. It also has a one hour independent air supply.

Fireproof armor can apply its DR against Fire damage, unlike other armors.

## Repairing your Armor

More than most other equipment, Armor needs to be maintained. Armor is only good for a certain number of "Hits" before it becomes useless and no longer offers protection. Once those Hits are expended, the armor might as well be thrown away – it's nothing more than a collection of Kevlar fibers and shards of ceramic plates.

Armor Patches can be used in the field, which can temporarily extend the use of Armor, but these are an ugly and cumbersome fix. A good Armor repair kit allows one to affix permanent patches that match the armor's design, and generally restore the armor to its full usefulness. Of course, at a certain point, one will just have to replace the armor, but that can be held off for a while with good maintenance.

Even with an Armor repair kit, there is a cost in materials for repairing the armor. Restoring one Hit to armor that has seen combat costs one percent of the cost of the armor. I.E. A Tactical Vest has taken four hits. To restore it to full usefulness will require an expenditure of $12.00 in materials (Tactical Vest cost = $300.00. One percent of $300.00 = $3.00. $3.00 x 4 = $12.00).

Modifying and Fabricating armor is a little more complicated, and is covered in Appendix 6: "Modifying and Fabricating Your Own Armor."

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# ARMOR

| Armor | DR | Shrugs | Agility | Hits | Weight | Cost | Notes |
|---|---|---|---|---|---|---|---|
| Base Vest | +5 | 0 | -0 | 5 | 2 ½ lbs | $150.00 | Torso |
| Tactical Vest | +10 | 2 | -0 | 10 | 5 lbs | $300.00 | Torso |
| Dragonskin Vest | +15 | 5 | -1 | 30 | 7 ½ lbs | $600.00 | Torso |
| Armored Jacket | +10 | 2 | -0 | 10 | 7 lbs | $320.00 | Torso, Arms |
| Armored Pants | +10 | 2 | -0 | 10 | 5 lbs | $260.00 | Legs |
| Armored Gloves | +5 | 0 | -0 | 5 | ½ lb | $50.00 | Hands |
| Armored Boots | +10 | 2 | -0 | 10 | 3 lbs | $255.00 | Feet |
| Motorcycle Helmet | +15 | 2 | -0 | 15 | 5 lbs | $100.00 | Head |
| Armored Body Stocking | +5 | 0 | -0 | 5 | 2 lbs | $170.00 | Torso, Arms, Legs |
| Sports Armor Suit | +10 | 0 | -0 | 10 | 6 lbs | $230.l00 | Torso, Arms, Legs, Feet |
| Combat Suit | +10 | 2 | -0 | 20 | 10 lbs | $550.00 | Torso, Arms, Legs,Hands, Feet |
| Combat Helmet | +20 | 3 | -0 | 40 | 3 lbs | $405.00 | Head |
| Fire suit | +10 | 1 | -0 | 10 | 8 lbs | $1,500.00 | Torso, Arms, Legs, Hands, Feet, Head, Fireproof, Environmental Sealing A |
| EOD Suit | +25 | 5 | -3 | 1 | 30 lbs | $1,000.00 | Torso, Arms, Legs, Feet, Head |
| Light Hazmat Suit | +5 | 0 | -1 | 1 | 15 lbs | $750.00 | Torso, Arms, Legs, Hands, Feet, Head, Environmental Sealing B |
| Heavy Hazmat Suit | +15 | 2 | -2 | 3 | 25 lbs | $1,500.00 | Torso, Arms, Legs, Hands, Feet, Head, Environmental Sealing B |

# ARMOR ACCESSORIES

| Accessory | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Armor Patch Kit | $250.00 | 18 | 1 | 2 lbs | Patches depleted Hits, has 10 patches |
| Armor Repair Kit | $350.00 | 18 | 1 | 5 lbs | +2 to Repair rolls on Armor |
| Armorer's Kit | $2,500.00 | 20 | 2 | 30 lbs | Used to modify or manufacture armor |
| Environmentals Kit | $2,000.00 | 18 | 1 | 25 lbs | Recharges air tanks and repairs environmental sealing |
| Extra Air Tank | $175.00 | 20 | 2 | 3 lbs | One additional hour of air for sealed armor |
| Extended Air Tank | $325.00 | 20 | 2 | 5 lbs | Five hour air supply for sealed armor |
| Rebreather | $450.00 | 15 | 0 | ½ lb | Doubles air supply for sealed armor |



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# ARMOR DESCRIPTIONS

**BASE VEST –** Simple soft armor vest, can be easily worn under clothing.

**TACTICAL VEST –** Heartier vest with metal and ceramic trauma plates. Can be worn under clothing but tends to make the wearer look "chunky."

**DRAGONSKIN VEST –** Made with unique materials and a special process, this is some of the best armor protection available. Can not be worn under clothing.

**ARMORED JACKET –** Simple armored jacket, appears to be leather but has Kevlar and other materials woven throughout. Stylish and effective!

**ARMORED PANTS –** Simple armored pants, appear to be leather but have Kevlar and other materials woven throughout. Stylish in places where leather pants are acceptable.

**ARMORED GLOVES –** Light enough to not interfere with a Character's Dexterity, but still providing some soft armor protection for the hands.

**ARMORED BOOTS –** Not only do they provide good protection for the feet, but they look REALLY cool (give a +1 to Styling skill) and provide excellent traction.

**MOTORCYCLE HELMET –** For protecting the most important part of the body. Solid and designed to take a few hits. Good for resisting asphalt, baseball bats, and small arms fire.

**ARMORED BODY STOCKING –** A skin-tight body stocking woven with high-strength materials, designed to offer protection under regular clothing.

**SPORTS ARMOR SUIT –** Used for Extreme Sports enthusiast, race car drivers, moto-cross champions and the like, this tight leather-looking outfit not only presents a nice athletic figure but also offers good protection in crashes and spills.

**COMBAT SUIT –** Military armored suit. Comes in a variety of colors, most of them drab. Very effective, not really pretty.

**COMBAT HELMET –** More effective protection than the Motorcycle Helmet, less attractive. Designed for functionality over form.

**FIRE SUIT –** Standard issue for fire fighters in 2015. Protects against direct contact with fire as no other armor does. Independent air supply provides one hour of air even in the most smoky and unbreathable conditions.

**EOD SUIT –** Standard issue for police and military Explosive Ordinance Disposal personnel. Yes, it does not protect the hands. The users hands remain out in the open and unhindered so that the personnel can use their maximum dexterity and touch sensitivity to disarm bombs The suit is a life saver in case they screw up, but not a hand saver. Once these suits have taken an explosion, they are discarded and replaced, even if they might look like they could take another hit.

**LIGHT HAZMAT SUIT –** For medical personnel in hazardous areas. Fully sealed against Nuclear, Biological, and Chemical warfare. Considered useless if torn, punctured, or looked at wrong. One hour independent air supply.

**HEAVY HAZMAT SUIT** - For combat personnel in hazardous areas. Fully sealed against Nuclear, Biological, and Chemical warfare. Considered able to take a few hits, but they are generally disposed of after a few uses. One hour independent air supply.

# ARMOR ACCESSORY DESCRIPTIONS

**ARMOR PATCH KIT –** A small box on a belt-strap containing ten emergency armor patches. Each one restores one Hit of usefulness to a piece of armor. For use in the field.

**ARMOR REPAIR KIT –** A set of tools in an armored case for repairing armor. Gives a +2 bonus to the Repair skill when used to repair armor.

**ARMORER'S KIT –** Small workshop station for modifying and manufacturing armor.

**ENVIRONMENTAL KIT –** Small workshop station for repairing environmental sealing and recharging air tanks, includes a compressor.

**EXTRA AIR TANK –** An additional one-hour air supply for environmentally sealed armor. Includes the dual-valve hookup which allows the air tank to be



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switched over.

**EXTENDED AIR TANK –** A larger air tank, providing a five hour supply of air. For use when weight is less a concern than mission duration.

**REBREATHER –** Device which filters and purifies and recycles a user's exhaled air, increasing the duration of their independent air supply.

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# COMPUTERS

Few technologies have advanced as rapidly or as catastrophically as Computer Science. The computers of 2015 are truly wonders to behold. Components with moving parts have been mostly replaced with solid-state flash technology, greatly reducing heat and wear within computers. Material science has made much of the hardware inside of the computer flexible as well as heat resistant, further increasing the durability and flexibility of the machines.

**C**rashes and Blue Screens of Death are almost (but not entirely) things of the past. Even when a computer does crash, the recovery process is hardwired into the system. Because of the non-volatile RAM, a computer crash doesn't even necessarily mean that un-saved work is lost.

Information speed and capacity is rarely measured in Gigahertz or Gigabytes any more. By 2015, Terraherz and Terrabytes are the standard units of measure. One Terrabyte is equal to one thousand Gigabytes. (One Gigabyte is equal to one thousand Megabytes, one Megabyte is equal to one thousand Kilobytes, one Kilobyte is equal to one thousand Bytes. Very few files associated with anything that anyone is interested in come in under a Megabyte, any more).

Computers are listed first by name, then by the bonus that they give to the user's Computer skill. After this is the processing speed. The faster a computer is, the faster it runs programs and the more programs it can run. After processing speed is the RAM (or Random Access Memory) of the computer. The more RAM the computer has, the larger the programs it can run, and the more programs it can run simultaneously.

After RAM is the computer's Memory Storage – what would have been called its "Hard Drive Space" in 2008. This is now non-volatile "Flash" memory. The larger the Memory Storage, the more programs the computer can hold, and the more files it can contain.

After Memory Storage is the computer's number of UPP's, "Universal Peripheral Ports." These ports allow any peripheral to be plugged into them, from a monitor to a printer to anything else that can be controlled by the computer. Following this is the number of HDD Drives ("High Density Disk") that the computer has – one is usually more than enough, more than one allows a user to burn multiple disks or to copy disks rapidly.

After this is the computer's durability (in DR and Shrugs), its weight, and its cost in dollars. Finally, there is a section of notes about the computer's other capabilities.

Along with Computers, one has to have peripherals – equipment that connects to the computer to improve the computer's function. These include input and output devices such as keyboards, mice, monitors, and printers. Peripherals are listed by name, DR, Shrugs, Weight, and cost, along with notes on what the function of the peripheral is.

## Repairing Your Computers

Computers in 2015 rarely require repairs unless they are dropped, shot, or immersed in fluids. Actually, if they are immersed, they're still pretty much hosed – buying a new one is the best option, there.

Repairing a computer can be done with a roll on Intelligence plus Repair or Intelligence plus Computer.

The materials necessary for repairing a damaged computer costs five percent of the cost of the computer. Peripherals are repaired exactly the same way, although one generally replaces peripherals rather than repairs them.

Modifying and Fabricating Computers and peripherals is a little more complicated; this is covered in Appendix 7: "Modifying and Fabricating Your Own Computer."



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# COMPUTERS

| Statistic | Computer Models | | | | | | |
|---|---|---|---|---|---|---|---|
| Model | Basic System | Cheapass Computer | Demonware Hardcore | Military System | Basic Laptop | Military Laptop | Corporate Mainframe |
| Bonus | +0 | -1 | +3 | +3 | +0 | +3 | +4 |
| Processing Speed | 1 THz | 500 GHz | 4 THz | 4 THz | 1 THz | 4 THz | 8 THz |
| RAM | 1 TB | 500 GB | 8 TB | 8 TB | 1 TB | 8 TB | 16 TB |
| Memory Storage | 50 TB | 10 TB | 150 TB | 200 TB | 50 TB | 200 TB | 500 TB |
| UPPs | 10 | 5 | 19 | 19 | 10 | 19 | 40 |
| HDD Drives | 1 | 1 | 2 | 2 | 1 | 2 | 10 |
| DR | 12 | 10 | 20 | 30 | 12 | 30 | 35 |
| Shrugs | 1 | 0 | 2 | 3 | 1 | 3 | 5 |
| Weight | 20 lbs | 10 lbs | 15 lbs | 25 lbs | 20 lbs | 25 lbs | 1,000 lbs |
| Cost | $1,000.00 | $100.00 | $9,500.00 | $15,000.00 | $2,000.00 | $21,500.00 | $150,000.00 |
| Notes | Desktop system | Crashes on a natural 19 or 20 | Incl. 10 Wireless UPP Channels | Incl. 10 Wireless UPP Channels, EM Hardened | Laptop, Incl. 10 Wireless UPP Channels | Laptop, Incl. 10 Wireless UPP Channels, EM Hardened | Incl. 25 Wireless UPP Channels, EM Hardened |

# PERIPHERALS

| Peripheral | DR | Shrugs | Weight | Cost | Notes |
|---|---|---|---|---|---|
| Basic Keyboard | 16 | 0 | 1 lb | $40.00 | Often included with computer |
| Gamer Keyboard | 18 | 1 | 1 ½ lb | $100.00 | Lights up for no reason, +1 to play games with |
| Military Keyboard | 20 | 2 | 1 ½ lb | $200.00 | Damn near bulletproof |
| Basic Mouse | 14 | 0 | ¼ lb | $20.00 | Often included with computer |
| Trackball | 18 | 1 | ½ lb | $50.00 | Hardier input device |
| Art Tablet | 16 | 1 | 1 lb | $100.00 | +1 to Art skill |
| Monitor, 17” | 16 | 1 | 2 lb | $50.00 | No Speakers |
| Monitor, 17” w/ Sound | 16 | 1 | 2 ½ lb | $75.00 | W/ Stereo Speakers |
| Monitor, 24” | 17 | 1 | 2 ½ lb | $150.00 | No Speakers |
| Monitor, 24” w/ Sound | 17 | 1 | 3 lbs | $200.00 | W/ Stereo Speakers |
| Monitor, 30” | 18 | 1 | 3 lbs | $350.00 | No Speakers |
| Montior, 30” w/ Sound | 18 | 1 | 3 ½ lbs | $400.00 | W/ Stereo Speakers |
| Monitor, 56” | 20 | 1 | 10 lbs | $650.00 | No Speakers |
| Stereo Speakers | 14 | 0 | 1 lb | $25.00 | 2 Channel Stereo |
| Dolby Speakers | 18 | 1 | 5 lbs | $100.00 | 8 Channel Stereo |
| Surround Speakers | 20 | 1 | 10 lbs | $400.00 | 26 Channel Stereo |
| Black and White Printer | 16 | 1 | 5 lbs | $150.00 | |
| Color Printer | 20 | 3 | 15 lbs | $300.00 | |
| Flatbed Scanner | 15 | 0 | 5 lbs | $200.00 | |
| Broadband Modem | 14 | 0 | ½ lb | $40.00 | Required to connect to a network |
| Network Server | 20 | 2 | 10 lbs | $1000.00 | Required to be a service provider |
| Web Camera | 14 | 0 | ¼ lb | $20.00 | |
| 3D Scanner | 20 | 2 | 50 lbs | $3,000.00 | |
| 3D Printer | 20 | 2 | 20 lbs | $1,500.00 | |



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# COMPUTER DESCRIPTIONS

**BASIC SYSTEM –** The most common desktop system. Good general computer for a professional. Includes a keyboard and a mouse.

**CHEAPASS COMPUTER –** The computer to get when all you want to do is surf the net for porn and play games from three years ago. Serious computer users will stay away from this model as it will destroy their net cred. So bad that it will crash on a roll of 19 or 20 when it is used. Includes a keyboard and a mouse.

**DEMONWARE HARDCORE –** The system for the serious computer enthusiast. Useful for playing the most up-to-date game, doing exceedingly fast professional work, or information warfare. Not only has a second HDD Drive and extra UPPs, also has ten channels of wireless UPP connection for wireless peripherals. Includes a keyboard and a mouse.

**MILITARY SYSTEM –** A hardened military computer. Identical to the Demonware Hardcore system except that it is shielded against Electromagnetic Pulse and has an armored case. Includes a keyboard and a mouse.

**BASIC LAPTOP –** The most common laptop system. Good general laptop for a professional. Includes a keyboard, a mouse, and a 17″ screen. Operates for up to 24 hours on a Standard Battery, can also be plugged into a power grid. When plugged into a power grid, becomes a charger for a Rechargeable Battery.

**MILITARY LAPTOP –** A hardened military laptop computer. Massive power for a laptop system, shielded against Electromagnetic Pulse and armored. Includes a keyboard, a mouse, and a 17″ screen. Operates for up to 24 hours on a Standard Battery, can also be plugged into a power grid. When plugged into a power grid, becomes a charger for a Rechargeable Battery.

**CORPORATE MAINFRAME –** A massive block of computing power, equipped with multiple processors in parallel series and more memory than a bucket of home desktop systems. Shielded against Electromagnetic Pulse, capable of operating as a Network Server. An Internet Service Provider can be operated from one of these babies. Includes no peripherals.

# PERIPHERAL DESCRIPTIONS

**BASIC KEYBOARD –** Device for alphanumeric input into a computer, with keys arranged in the standard QWERTY key arrangement. Will likely wear out in a year or so. Usually included with a computer.

**GAMER KEYBOARD –** Like the Basic Keyboard, but made a little heartier, with lots of blinking and flashing light and additional buttons specifically for game playing. Gives a +1 to rolls on the Computer skill to play games.

**MILITARY KEYBOARD –** A heartier (nearly bullet proof) version of the Basic Keyboard.

**MOUSE –** A small device which allows for pointer/cursor control of a computer, necessary for the operation of most modern systems. Must be moved around a one foot by one foot space.

**TRACKBALL –** A heartier input device which remains stationary. Considered easier to use than a mouse by some computer users.

**ART TABLET –** Input device allowing the user to draw on a pad with a stylus. Gives a +1 to rolls to the Art skill when doing art on a computer.

**MONITOR, 17″ –** Simple monitor, no sound capability, 17″ diagonal screen measurement.

**MONITOR, 17″ w/Sound –** Simple monitor with integral stereo speakers, 17″ diagonal screen measurement.

**MONITOR, 24″** - monitor, no sound capability, 24″ diagonal screen measurement.

**MONITOR, 24″ w/Sound –** Simple monitor with integral stereo speakers, 24″ diagonal screen measurement.

**MONITOR, 30″** - monitor, no sound capability, 30″ diagonal screen measurement.

**MONITOR, 30″ w/Sound –** Simple monitor with integral stereo speakers, 30″ diagonal screen measurement.

**MONITOR, 56″ –** Honking huge computer monitor, 56″ diagonal screen measurement, no sound capabil-



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ity, but who needs it with a freakin' 56" monitor?

**STEREO SPEAKERS –** Two speakers, giving a system 2 channel stereo sound.

**DOLBY SPEAKERS –** Eight speakers, giving a system 8 channel stereo sound.

**SURROUND SOUND –** A ridiculous twenty speakers with a six channel woofer, giving the system 26 channels of totally realistic surround sound.

**BLACK AND WHITE PRINTER –** Laser printer producing pages in black and white. Prints fifty pages a minute. Will produce 5,000 pages before the toner needs to be replaced (at a cost of $60.00).

**COLOR PRINTER –** Laser printer producing pages in full glorious color. Prints twenty-five pages a minute. Will produce 5,000 pages before the four toner cartridges (Magenta, Cyan, Yellow, and Black) need to be replaced, at a cost of $60.00 each).

**FLATBED SCANNER –** Allows the computer to read documents and two-dimensional artwork and photographs.

**BROADBAND MODEM –** Allows the computer to connect to an Internet Service Provider (ISP), and connect to the World Wide Web.

**NETWORK SERVER –** Allows the computer, even the most basic home computer, to be the core of an Internet Service Provider. Heavily licensed and regulated.

**WEB CAMERA –** Allows the computer to take still pictures and video. Necessary for computer to computer video communication.

**3D SCANNER –** Extremely large rig (takes seven feet by seven feet of floor space) which allows items to be scanned in three dimensions (even people), allowing a computer to model them. Useful for special effects and simulations.

**3D PRINTER –** Also called a "Rapid Prototyper," takes items which have been modeled in the computer and produces them in the form of small plastic (nylon) models. These can then be used to produce molds for industrial applications.

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# SOFTWARE

Software is the set of commands that makes a computer perform a particular task. We cover software in only the most general terms here.

Software is listed by the type of program, the amount of processing speed necessary to run the program, the amount of RAM the program requires, the amount of Memory Space that the program takes up, and the cost of the program. Notes refer to what skills the program allows a skill roll against.

## Modifying and Fabricating Software

By default, a piece of software allows a roll at no penalty on a particular skill or task. Spending an additional 50% on a program gives a +1 to using it. Spending an additional 100% on the program (doubling its cost) gives a +2 to using it. Spending an additional 200% on a program gives +3 to using it.

After that, programs become VERY expensive. Spending an additional 500% on a program gives a +4 to using it. Spending an additional 1,000% on a program (and these programs are very rare) give a +5 to using it.

Every +1 bonus to a program's use doubles the amount of Memory Storage that it takes – i.e. a program with a +3 bonus that takes 2 Gigabytes of space normally would take 16 Gigabytes of space (2 x 2 x 2 x 2 = 16).

Of course, one can always write one's own program… by taking as many man/wweks (five 8 hour days) per 250 GHz of processing speed required by the program (i.e. a program that required 1 THz of processing speed would take four man/weeks to write). Every +1 to the use the program doubles the amount of time necessary to write it (i.e. if our 1 Thz program was a +3, it would take 32 man/weeks [4 x 2 x 2 x 2 = 32). Then, a roll is made against the Intelligence stat plus the Computer skill.

This can be divided up amongst a number of different people, so long as the man/weeks are spent and everyone can make the Intelligence plus Computers roll.

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| SOFTWARE | | | | | |
|---|---|---|---|---|---|
| Program | Speed | RAM | Memory | Cost | Notes |
| Net Communications | 250 GHz | 50 Mb | 100 Mb | $15.00 | Used for Surfing and E-Mail |
| Net Server | 1 THz | 50 GB | 100 GB | $10,000.00 | Used to become an ISP |
| Business Suite | 250 GHz | 5 GB | 300 MB | $500.00 | For making Business rolls |
| Creative Suite | 1 THz | 50 GB | 2 GB | $2,000.00 | For making Art rolls to do 2D Art |
| Media Suite | 1 THz | 50 GB | 2 GB | $4,500.00 | For making Art rolls for video/audio production |
| CAD 3D Suite | 1.5 THz | 1 TB | 100 GB | $4,500.00 | For making Engineering and 3D Art rolls |
| Game | 1 THz | 1 TB | 1 GB | $50.00 | Pure Entertainment |
| Computer Defense | 1 THz | 1 TB | 5 TB | $1,000.00 | For Defending one's computer |
| Computer Attack | 1 THz | 2 TB | 10 TB | $10,000.00 | Considered Highly Illegal |

# SOFTWARE DESCRIPTIONS

**NET COMMUNICATIONS** - This program allows the computer to access a network and to communicate along it in a variety of ways. The user must have access to an Internet Service Provider (ISP), many of whom will offer this software package as a part of their service. The Net Communications package access the ISP and uses it as a gateway to communicate with the net as a whole, allowing the user to send e-mails, view the World Wide Web, and to communicate with the web in general. This program requires the "Broadband Modem" peripheral (purchased separately). Access to certain parts of the net can be restricted by the ISP.

**NET SERVER** - This program turns the computer into a node on the net, effectively making it its own Internet Service Provider (ISP). It can handle up to 1,000 users per 10 Gb of system RAM dedicated to the program (which can be set by the user). Because of the virtually unrestricted access that this software offers, it is usually highly regulated, and law enforcement entities (including the Secret Service) regularly scour the net looking for unregistered users of programs of this type. This program requires the "Broadband Network Terminal" peripheral (purchased separately) to access the Net.

**BUSINESS SUITE** - This program allows the computer to do a number of functions necessary for all businesses, such as word processing, spread-sheets, presentation graphics, and maintaining contact and address lists. This program allows the user of the computer to roll on the Business skill with no penalty while using the computer to do business.

**CREATIVE SUITE** - This program allows the computer to do a number of functions necessary for art, from producing computer generated art to enhancing photographs and classical-technique art scanned into the system with a Scanner peripheral (sold separately). This program allows the user of the computer to roll on the Art skill with a no penalty while using the computer to do or enhance art.

**MEDIA SUITE** - This program allows the computer to perform functions for creating and editing audio and video media, including interactive content. Media is entered into the computer from media recorders (sold separately), and can then be modified in a large number of ways. Special effects, titles, credits, and all manner of filters can be applied. This suite can even be used to produce music. Use of this program allows the user to roll on the Art and Music skills (when working with production and editing) at no penalty.

**CAD 3D SUITE -** This program allows the computer to be used to model items in three dimensions, such as machine parts, mathematical models, even people. It can be used to generate output for a Rapid Prototype peripheral (sold separately), to generate 3D art, or to design items or machinery. Using this program can give the user the opportunity to roll on the Art skill, the Engineering skill, and the Fabrication skill at no penalty.

**GAME -** This is any of a large number of programs designed to allow the user to entertain themselves with the computer. They come in a vast variety of types and genres, and can take anywhere from a week to several months to complete. Addictive personalities can lose a great deal of time to these programs.

**COMPUTER DEFENSE –** This is a suite of applications that protects the computer from software assault, viruses, and data intrusion. Without a package of software like this, computers are vulnerable to any and all



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attacks once they access a network.

**COMPUTER ATTACK –** This is a suite of applications regarded as extremely illegal. A computer found to have these programs on it is considered evidence of a class one felony. These programs allow one to perform data intrusions and "hacking" on other computers connected to the same network. In fact, if it's an illegal use of a computer, these programs allow for an attempt on it.

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# TOOLS

Tools are the things of making and fixing things. Most tool kits are specific to the type of equipment or materials they can work with, and allow one to make rolls against the appropriate skills with no penalty. With the right tools, one can manipulate their entire world, improving their equipment, their home, their vehicle, and perhaps even themselves.

Included with tools are labs, which allow one to use Science skills with no penalty. These are often very large affairs (and very expensive and heavy), meant to be kept at a base of operations. There is simply no way to easily carry the equipment necessary to work with the Physics skill.

Each set of tools is listed with their cost in dollars. Also included is their Damage Resistance; this is a generalization of the durability of the tools in the set and whatever shelving or casing is included with the tool set. Listed next are the set's Shrugs, also a generalization of how much damage the tools and storage can whistand.

This is followed by the weight of the tool set. Once tool sets get into the range of hundreds of pounds, they are meant to be kept in a stationary location – they are not portable. This is not to say they couldn't be kept in a portable base, but one isn't going to grab their entire set of tools for working with large watercraft and jump out of an airplane with them.

The notes for each tool set include the skills that the tool set is meant to be used with, or what materials the set is meant to work with.

## Repairing Your Tools

Tools need to be maintained, which takes tools. A Basic Tool Kit can be used to maintain every other tool kit, as well as itself. Every few months, a character that uses their tools consistently will want to take some time out to re-calibrate their meters, polish their tools, sharpen dulled edges, and the like. If the character does not take the time to do this, they will find that the GM can assess penalties to the skill rolls made while using those tools, from a -1 for minor neglect all the way up to a -4 for badly misused and neglected tools.

For every full month since the character last maintained their tools, the cost in materials for maintaining and repairing their tools is 2% of the tool set's cost.

## Modifying and Fabricating Tool Sets

Tool kits allow for rolls on certain skills at no penalty. More expensive tools are usually better for working with.

Increasing the cost of a tool set by 50% gives a +1 to skill rolls made when using that tool set. Increasing the cost of a tool set by 100% (doubling its cost) gives a +2 to skill rolls made when using that tool set. Increasing the cost of a tool set by 200% gives a +3 to skill rolls made when using that tool set.

After that, increases become very dear indeed. A tool set purchased with an increase to its cost of %500 may have a +4, but those are hard to find. Nearly impossible to find are +5 tool sets, which cost %1,000.00 of the listed cost for that tool set.

To Fabricate your own tools, you must first make a roll on Intelligence plus Academics to conceptualize the tool you want to make. This includes any modifications that you may want to add to the tools. A successful roll on Intelligence plus Computers to research tool design gives a +4 to this roll - a successful Perception plus Academics roll at at Library gives a +3.

Once the design has been conceptualized, a roll on Intelligence plus Fabrication makes the tool set. It costs 40% of the modified cost of the tool set, in materials, to build the tool set.

Most tool sets can be built using the Basic Tool set, which can be constructed with a simple knife and some ingenuity. It can take up to a week to build simple tool sets, and as much as a month to build the larger, more complex ones.



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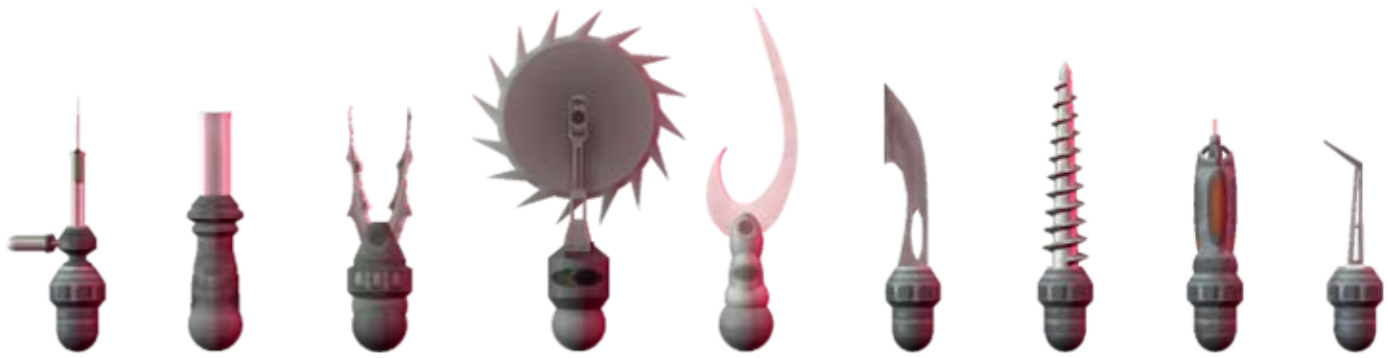
# TOOL SETS

| Tool Set | Cost | DR | Shrugs | Weight | Notes |
|---|---|---|---|---|---|
| Basic Tool Set | $50.00 | 20 | 1 | 5 lbs | Repair and Fabrication tasks |
| Wood Shop | $5,000.00 | 20 | 2 | 1,000 lbs | Wood Fabricaiton |
| Metal Shop | $10,000.00 | 25 | 4 | 1,500 lbs | Metal Fabrication |
| Composites Shop | $15,000.00 | 25 | 3 | 1,000 lbs | Composite Fabrication |
| Lockpicking Tools | $125.00 | 18 | 1 | ½ lb | Lockpicking, Lock repair |
| Security Tools | $350.00 | 18 | 1 | 1 lb | Security tasks |
| Cleaning Tools | $250.00 | 14 | 0 | 30 lbs | Cleaning tasks |
| Textile Shop | $2,500.00 | 16 | 2 | 200 lbs | Sewing fabrication and repair |
| Styling Tools | $1,500.00 | 16 | 1 | 25 lbs | Styling |
| Low Tech Armorer | $500.00 | 25 | 2 | 10 lbs | Low Tech arms and armor |
| Standard Tech Armorer | $1,500.00 | 30 | 2 | 8 lbs | Standard Tech arms and armor |
| High Tech Armorer | $5,000.00 | 35 | 2 | 5 lbs | High Tech arms and armor |
| Computer Tools | $250.00 | 15 | 0 | 1 lb | Computers |
| High Tech Computer Tools | $1,000.00 | 18 | 1 | ½ lb | High tech computers |
| Electronics Tools | $400.00 | 16 | 0 | 1 lb | Electronics |
| High Tech Electronics Tools | $1,000.00 | 20 | 1 | ½ lb | High tech electronics |
| Chemistry Mini Lab | $1,500.00 | 17 | 1 | 10 lbs | Minor chemistry tasks |
| Chemistry Laboratory | $25,000.00 | 25 | 2 | 500 lbs | All Chemistry tasks |
| Bio Mini Lab | $5,000.00 | 20 | 0 | 50 lbs | Minor biology tasks |
| Bio Laboratory | $35,000.00 | 25 | 1 | 600 lbs | All biology tasks |
| Physics Lab | $50,000.00 | 30 | 2 | 1,000 lbs | Physics Tasks |
| First Aid Kid | $25.00 | 15 | 0 | 1 lb | Simple Medicine tasks |
| Field Crash Kit | $400.00 | 20 | 1 | 5 lbs | Medicine tasks in the field |
| Full Surgery | $25,000.00 | 20 | 2 | 1,000 lbs | Medicine tasks for healing |
| Medical Laboratory | $750,000.00 | 30 | 5 | 10,000 lbs | Medicine tasks for diagnosing |
| Holistic Medicine Kit | $250.00 | 15 | 1 | 5 lbs | Herbal and Holistic Medicine tasks |
| Light Construction Tools | $5,000.00 | 30 | 2 | 50 lbs | Light Construction |
| Heavy Construction Tools | $15,000.00 | 35 | 3 | 750 lbs | All Construction |
| Automotive Tools | $7,000.00 | 25 | 2 | 300 lbs | Cars, SUVs, Trucks |
| Aircraft Tools (Small) | $10,000.00 | 25 | 2 | 200 lbs | All aircraft, minor tasks |
| Aircraft Tools (Large) | $50,000.00 | 30 | 3 | 600 lbs | All aircraft, all tasks |
| Marine Tools (Small) | $8,500.00 | 30 | 2 | 300 lbs | All water craft, minor tasks |
| Marine Tools (Large) | $75,000.00 | 35 | 3 | 1,000 lbs | All watercraft, major tasks |
| Cybernetics Toolkit | $4,000.00 | 20 | 1 | 50 lbs | Cybernetics tasks |
| Esoteric Tools | $2,000.00 | 16 | 1 | 10 lbs | Occultism, Do Magic tasks |
| Parapsychologist's Kit | $1,000.00 | 15 | 1 | 5 lbs | Parapsychology tasks |
| High Tech Wonder Tool | $75,000.00 | 25 | 2 | ¼ lb | Just About Anything |





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# TOOL SET DESCRIPTIONS

**BASIC TOOLS SET –** The most elementary set of tools. Includes tools for driving nails, turning screws and nuts, measuring and cutting wood, and working with most fasteners. Allows for Repair and Fabrication rolls on just about anything at a -1, because of the non-specific nature of the tool set.

**WOOD SHOP** - Assortment of tools for measuring, cutting, shaping, and securing items made of wood. Ideal for making furniture, cabinetry, and other wooden items. Allows for Repair and Fabrication of wooden items at no penalty.

**METAL SHOP**- Assortment of tools for measuring, forging, tempering, shaping and securing items made of metal. Ideal for fabricating car parts, firearm components, and other metal items. Allows for Repair and Fabrication of metal items at no penalty.

**COMPOSITES SHOP –** Assortment of tools for measuring, mixing, pouring, molding, shaping, and securing items made out of plastics, resins, and other composite materials. Useful for working with carbon fiber and other high-tech materials. Allows for Repair and Fabrication of items made from composite materials at no penalty.

**LOCKPICKING TOOLS –** An assortment of picks, a tension bar, and other tools specific for working with mechanical locks. Easy to carry, and useful not only for picking locks but also for repairing them. Allows for rolls on the Lockpicking skill and rolls to Repair locks at no penalty.

**SECURITY TOOLS –** Tools necessary for working with modern security systems, mostly electronic. Useful for bypassing electronic locks and security systems, allows for rolls on the Security skill at no penalty.

**CLEANING TOOLS –** Tools necessary for cleaning surfaces and textiles. Includes solvents and other cleaning chemicals as well as brushes, brooms, mops, and a vacuum cleaner. Allows for rolls on the Cleaning skill at no penalty. Creative players will no doubt find other uses.

**TEXTILE TOOLS –** Tools for measuring, cutting, securing, and dying fabrics and other textiles. Includes a surface ideal for cutting and measuring, a sewing machine, and a variety of pins and other various equipment necessary for sewing. Allows for rolls on the Sewing skill at no penalty.

**STYLING TOOLS –** Tools necessary for applying make-up, cutting hair, and generally making sure a person's personal appearance is at their best. Allows for rolls on the Styling skill at no penalty.

**LOW TECH ARMORER –** Tools for forging and carving low tech weapons. Allows for the Repair, Modification, and Fabrication of knives, swords, bludgeons, bows, and arrows at no penalty. Also allows for the Repair, Modification, and Fabrication of low tech Armor.

**STANDARD TECH ARMORER** - Tools for producing standard tech weapons. Allows for the Repair, Modification, and Fabrication of all low tech weapons at a +1, as well as all standard tech Firearms at no penalty. Also allows for the Repair, Modification, and Fabrication of standard tech Armor.

**HIGH TECH ARMORER –** Tools for working with High Technology weapons. Allows for the Repair, Modification, and Fabrication of all low tech weapons at a +2, and standard tech Firearms at a +1, as well as the Repair, Modification, and Fabrication of all High Tech weapons. Also allows for the Repair, Modification, and Fabrication of high tech Armor.

**COMPUTER TOOLS –** Tools for working with computer hardware. Allows for the Repair, Modification, and Fabrication of computers at no penalty.

**HIGH TECH COMPUTER TOOLS –** More advanced tools for working with Computer technology not available to the general public; allows for the Repair, Modification, and Fabrication of Standard Tech computers at +1, and the Repair, Modification, and Fabrication of High Tech computers at no penalty.

**ELECTRONICS TOOLS –** Allows for the Repair, Modification, and Fabrication of standard tech electronic items, from digital watches to television sets at no penalty. It does not allow one to work with the memory and processing units of a computer, but does allow one to work with computer peripherals.

**HIGH TECH ELCTRONICS TOOLS** - Allows for the Repair, Modification, and Fabrication of standard tech electronic items at a +1, and for the Repair, Modification, and Repair of High Tech electronic items. Allows for working with standard tech computers at no penalty, but can not work with high tech computers.



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**CHEMISTRY MINI LAB –** A small collection of containers, burners, meters, and common chemicals for testing chemical compounds and doing simple chemical tasks. Can be used to make simple inorganic compounds (including explosives), but can not be used to work with organic chemistry. Allows for rolls on the Chemistry skill to perform simple tasks of chemical analysis or chemistry with no penalty.

**CHEMISTRY LABORATORY –** A full chemical lab, complete with beakers, test tubes, glass piping in all manner of configurations, stands, clamps, spectrometers and other electronic meters and equipment, as well as a full compliment of chemicals and compounds for chemical analysis, distilling compounds, and creating chemical compounds. Allows for rolls on the Chemistry skill with no penalty.

**BIO MINI LAB –** A small collection of equipment for testing the properties of organisms in the field at no penalty. Useful for determining the source of a contagion or the capabilities of a monster. Only good for simple testing, can not give detailed or comprehensive results.

**BIO LABORATORY –** A large and comprehensive laboratory for testing the properties of organisms at no penalty. Allows for the holding of multiple specimens and full quarantine.

**PHYSICS LABORATORY –** Full laboratory for working with energy and forces. Allows for rolls on the Physics skill with no penalty. Almost always a stationary lab, as the bracing and heavy equipment is extremely difficult to move.

**FIRST AID KIT –** Medical kit for simple medical tasks in the field. Allows for rolls on the Medicine skill at no penalty for simple injuries. Can not handle amputations or cinematic damage, has no effect on damage from poisons or diseases.

**FIELD CRASH KIT** - A field medical kit. Allows for rolls on the Medicine skill at no penalty for simple injuries, amputations, and cinematic damage in the field. Has no effect on damage from poisons or diseases.

**FULL SURGERY –** A stationary medical facility for dealing fully with the medical needs of one person. Allows for rolls on the Medicine skill at no penalty for all tasks associated with healing. Not as useful for diagnosis or determining the nature of bizarre or otherworldly medical conditions.

**MEDICAL LABORATORY –** A full medical laboratory, loaded with big heavy machines. Capable of taking X-Rays, Ultrasounds, CAT Scans, doing blood tests, and genetic scans. Allows for rolls on the Medicine skill to diagnose any medical difficulty with no penalty.

**HOLLISTIC MEDICINE KIT –** An assortment of herbs and oils, along with tools for diagnosing medical difficulties and treating injuries, diseases, and poisons. Allows for rolls on the Medicine skill at no penalty for simple injuries, diseases, and poisonings. Can be useful for supernatural medical conditions as well.

**LIGHT CONSTRUCTION TOOLS –** Tools useful for building small structures, up to two to three story homes, at no penalty.

**HEAVY CONSTRUCTION TOOLS –** Heavier tools for construction on a larger scale. Useful for building small structures at a +1, and for building larger structures (such as skyscrapers or dams) at no penalty.

**AUTOMOTIVE TOOLS –** Tools for Repairing, and Modifying wheeled motor vehicles, from bicycles and motorcycles to cars, SUVs, and even large trucks. Used in conjunction with a Metal Shop, can be used to Fabricate wheeled motor vehicles.

**AIRCRAFT TOOLS (Small) –** Tools for Repairing and Modifying small aircraft at no penalty. Used in conjunction with a Metal Shop, can be used to Fabricate small aircraft.

**AIRCRAFT TOOLS (Large) –** Tools for Repairing and Modifying large aircraft at no penalty. Used in conjunction with a Metal Shop, can be used to Fabricate large aircraft (though it may take some time).

**MARINE TOOLS (Small) –** Tools for Repairing and Modifying small watercraft at no penalty. Used in conjunction with a Metal Shop, can be used to Fabricate small watercraft.

**MARINE TOOLS (Large) –** Tools for Repairing and Modifying large watercraft at no penalty. Used in conjunction with a Metal Shop, can be used to Fabricate large watercraft (though it may take some time).

**CYBERNETICS TOOL KIT –** Tools for Repairing, Modifying, and Fabricating Cyberware at no penalty.

**ESOTERIC TOOLS –** Tools for working with the su-



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pernatural, allowing for rolls on the Occultism skill with no penalty. Can also be used for certain feats using the Do Magic skill.

**PARAPSYCHOLOGIST'S TOOLS –** Tools for assessing psionic abilities, detecting the presence of supernatural entities, and "Ghost Hunting" at no penalty. Can also be used for certain feats using the "Use Psionics" skill.

**HIGH TECH WONDER TOOL –** A tiny device that can function as just about any type of tool or sensor known to man. Allows for rolls on the Lockpicking, Security, Fabrication, and Repair skills at no penalty, as well as rolls on the Biology, Chemistry, Cybernetics, Electronics, Engineer, and Physics skills to analyze any item at no penalty. Extremely rare items, possibly the product of alien technololgy.

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# GADGETS AND STUFF

Once you've got your weapons and your armor, your tools and your hot computer, there's still something missing. You're going to need a pocket-full of electronics and gadgets and things that make your adventuring life just a little bit easier. Gadgets and stuff are things to make characters look cool, to help them accomplish simple tasks, and other things which fit into no other category.

This is a pretty broad category, including communications, spy gadgets, and some basic equipment. A lot of these items make it possible to use certain skills, often times with a significant bonus. There's nothing wrong with trying to free-climb a mountain, but if you're serious about going up Mount Everest or K2, you're going to want a climbing rig and some extra rope, at least.

"Stuff" is listed by the name of the item, the item's durability, how many Shrugs it has, its weight and its cost. Finally, there are notes on what skills the gadget might help with and its general function.

## Repairing, Modifying, and Fabricating Your Gadgets and Stuff

Gadgets are, as a rule, pretty durable. That, and most of them are relatively inexpensive. You're going to get your money's worth out of them pretty quickly, and replacing them is generally easier than repairing them. Still…

A gadget that takes damage and continues to function can be repaired with a successful roll on the Intelligence stat plus the Repair skill. It costs ten percent of the gadget's cost for the materials necessary for the repair - which is why it is often preferable to just replace them once they've been damaged a number of times.

You'll also need an appropriate set of tools, both to Repair your Gadgets, and to Modify them.

Modifying your gadgets isn't too difficult with the right skills. With a roll on the Intelligence stat plus the Fabrication skill, one can...

**ADD TO THE GADGET'S DR**: For every +1 to the Gadget's DR, spend 2% of the Gadget's cost.

**ADD TO THE GADGET'S SHRUGS**: For every +1 to the number of Shrugs the Gadget has, spend 15% of the Gadget's cost.

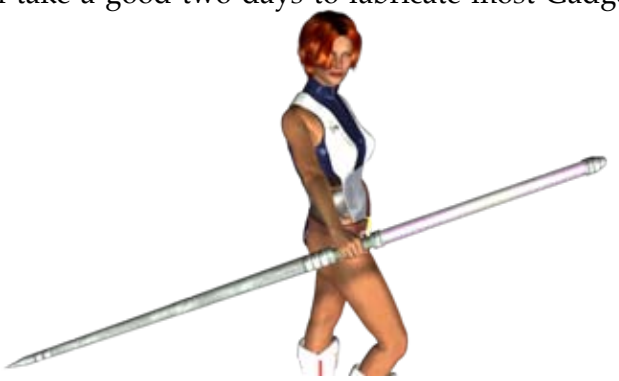
**ADD TO THE GADGET'S BONUS**: For every +1 to the bonus a Gadget gives to using it, spend 30% of the cost of the gadget.

For Example: *Bob wants to beef up his $20.00 flashlight. He wants to imcrease its DR by five (2% of the cost of the flashlight times five, for 10% of the flashlight's cost, or $2.00), then add an additional Shrug to the flashlight (for fifteen percent of the flashlight's cost, or $3.00). He also wants to add another lens to the flashlight allowing it to be focused giving a +1 to Perception-based rolls while using it (for 30% of the flashlight's cost, or $6.00). For a total of $11.00 ($2.00 + $3.00 + $6.00 = $11.00), and a successful roll on the Intelligence stat plus the Fabrication skill, Bob has his super flashlight.*

Modifying a Gadget usually takes a day or so of work. Fabricating your own Gadgets is a similar process. Start with any base gadget, and add Modifications to find the total cost of the Gadget that you want to build.

You'll need the right tools; select the tools of your choice, and OK the selection with the GM.

A roll on the Intelligence stat plus the Fabrication skill will allow you to put the Gadget together; that, and 40% of the total cost of the Gadget for materials. It will take a good two days to fabricate most Gadgets.





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# GADGETS AND STUFF

| Item | DR | Shrugs | Weight | Cost | Notes |
|---|---|---|---|---|---|
| Basic Cell Phone | 12 | 0 | ¼ lb | $20.00 | No frills phone |
| Camera Phone | 12 | 0 | ¼ lb | $40.00 | Phone with digital camera |
| Deluxe Phone | 12 | 0 | ¼ lb | $100.00 | Phone with all the extras |
| Satellite Phone | 14 | 1 | ½ lb | $300.00 | Functions anywhere |
| Headset Communicator | 12 | 0 | ¼ lb | $50.00 | Short range comm. |
| Military Headset | 16 | 0 | ¼ lb | $150.00 | Comm w/ camera and encryption |
| Communication Hub | 20 | 2 | 10 lb | $1,000.00 | Coordinates Headsets |
| Digital Camera | 15 | 1 | ¼ lb | $50.00 | Small and concealable |
| Digital Camera Pro | 18 | 1 | ½ lb | $150.00 | Professional Still Camera |
| Digital Camcorder | 18 | 1 | 1 lb | $300.00 | Video cam with sound capability |
| Calculator | 10 | 0 | ¼ lb | $10.00 | Simple Calculator |
| Professional Calculator | 16 | 0 | ¼ lb | $120.00 | Very Small Computer |
| Image Wallet | 12 | 0 | ¼ lb | $25.00 | Displays digital photos/videos |
| Simple Digital Watch | 12 | 0 | ¼ lb | $20.00 | Tells time/date, stopwatch |
| Digital Dive Watch | 15 | 1 | ¼ lb | $35.00 | Waterproof Digital Watch |
| Self-Winding Watch | 14 | 1 | ¼ lb | $30.00 | Mechanical watch |
| Dive Watch | 16 | 1 | ¼ lb | $60.00 | Waterproof mechanical watch |
| Compass | 14 | 1 | Neg | $5.00 | Simple compass, finds North |
| Professional Compass | 18 | 1 | ¼ lb | $40.00 | +1 to Navigation rolls |
| GPS | 20 | 1 | ½ lb | $75.00 | +3 to Navigation rolls |
| Tracer bug | 10 | 0 | Neg | $50.00 | Can be traced with tracer |
| Tracer bullet | 12 | 1 | Neg | $100.00 | Bullet version of tracer |
| Tracer Locater | 14 | 1 | ¼ lb | $400.00 | Traces tracers, one mile range |
| Military Tracer Locater | 16 | 1 | ¼ lb | $1,000.00 | Traces tracers, ten mile range |
| Digital Music Player | 10 | 0 | Neg | $100.00 | Stores and plays digital music |
| Portable Flash Drive | 10 | 0 | Neg | $35.00 | Holds 1 TB |
| Flash Drive/Music Player | 10 | 0 | Neg | $125.00 | Holds 1 TB AND plays digital music |
| Night Vision Goggles | 12 | 1 | ¼ lb | $200.00 | -1 Total Darkness penalty, no other darkness penalties |
| High Tech Night Vision Glasses | 12 | 0 | ¼ lb | $500.00 | -1 Total Darkness penalty, no other darkness penalties |
| IR Goggles | 12 | 1 | ¼ lb | $500.00 | Sees heat, no Darkness penalties |
| High Tech IR Glasses | 12 | 0 | ¼ lb | $1,000.00 | Sees heat, no Darkness penalties |

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# MORE GADGETS AND STUFF

| Item | DR | Shrugs | Weight | Cost | Notes |
|---|---|---|---|---|---|
| Flashlight | 18 | 1 | ¼ lb | $20.00 | |
| Cheapass "Suck" Flashlight | 10 | 0 | ¼ lb | $5.00 | Needs No Batteries |
| Magnifying Glass | 10 | 0 | ¼ lb | $20.00 | +1 on Investigation rolls |
| Digital Magnifier | 12 | 0 | ¼ lb | $40.00 | +2 on Investigation rolls |
| Magician's Kit | 14 | 1 | 10 lbs | $600.00 | +1 on Sleight of Hand rolls |
| Painting Set | 14 | 0 | 5 lbs | $100.00 | No penalty on Art rolls to paint |
| Drawing Set | 14 | 0 | 5 lbs | $100.00 | No penalty on Art rolls to draw |
| Sculpting Set | !8 | 2 | 50 lbs | $750.00 | No penalty on Art rolls to sculpt |
| Musical Instrument | 20 | 1 | 10 lbs | $500.00 | No penalty on Music roll |
| Digital Instrument | 14 | 0 | 1 lb | $250.00 | No penalty on Music roll |
| Telescope, Astronomer's | 18 | 1 | 25 lbs | $500.00 | Allows Astrogation rolls |
| Telescope, Spotter's | 14 | 1 | 20 lbs | $300.00 | Good for snipers, spies, and voyeurs |
| Simple Pen | 8 | 0 | Neg | $1.00 | Writes with ink |
| Professional Pen | 14 | 1 | Neg | $40.00 | Durable pen |
| Portable Game Machine | 10 | 0 | ¼ lb | $50.00 | |
| PGM Cartridge | 10 | 0 | Neg | $15.00 | |
| Pro Game Machine | 12 | 0 | Neg | $150.00 | Small dedicated Game computer |
| Pro GM Cartridge | 10 | 0 | Neg | $20.00 | |
| High End Game Machine | 14 | 1 | ¼ lb | $300.00 | Media Player as well |
| HEGM Cartridge | 10 | 0 | Neg | $60.00 | |
| Mini HDD Player | 14 | 1 | ¼ lb | $500.00 | |
| HDD Media | 14 | 1 | Neg | $20.00 | |
| Gentleman's Chess Set | 16 | 1 | 1 lb | $30.00 | |
| Travel Toiletries Kit | 10 | 0 | 1 lb | $50.00 | |
| Luxury Toiletries Kit | 16 | 1 | 5 lbs | $500.00 | |
| Tan-in-a-Can | 10 | 0 | ½ lb | $20.00 | |
| Stupid Looking Sunglasses | 8 | 0 | Neg | $5.00 | +1 against Flash Attacks, -1 to Styling |
| Sunglasses | 10 | 0 | Neg | $25.00 | +1 against Flash Attacks |
| Stylish Sunglasses | 12 | 0 | Neg | $500.00 | +1 against Flash Attacks, +2 to Styling |

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# EVEN MORE GADGETS AND STUFF

| Item | DR | Shrugs | Weight | Cost | Notes |
|---|---|---|---|---|---|
| Swiss Army Knife | 16 | 1 | ¼ lb | $50.00 | Many uses |
| Snorkeling kit | 25 | 1 | 1 lb | $30.00 | +1 to Swim rolls |
| SCUBA Kit | 30 | 2 | 25 lbs | $450.00 | +2 to Swim rolls, underwater operation |
| Military SCUBA Kit | 35 | 3 | 40 lbs | $750.00 | +2 to Swim rolls, longer underwater operation |
| Skateboard | 18 | 1 | 5 lbs | $25.00 | No penalty on Extreme Sports rolls |
| Pro Skateboard | 20 | 1 | 5 lbs | $125.00 | +1 on Extreme Sports rolls |
| Line Thrower | 16 | 1 | 1 lb | $150.00 | No penalty on Climbing rolls |
| Ascension Gun | 18 | 2 | 5 lbs | $400.00 | +2 on Climbing rolls |
| Pro Line Gun | 20 | 2 | 7 lbs | $1,000.00 | +2 on Climbing rolls, multi-use |
| Climbing Gear | 16 | 2 | 10 lbs | $250.00 | |
| Military Climbing Gear | 18 | 2 | 15 lbs | $450.00 | |
| Pro Climbing Gear | 22 | 3 | 20 lbs | $750.00 | |
| Sports Gear | 20 | 2 | 5 lbs | $50.00 | Rackets, bats, et cetera |
| Survival Kit | 20 | 2 | 1 lb | $100.00 | +1 to Survival rolls |
| Camping Kit | 25 | 2 | 25 lbs | $300.00 | +2 to Survival rolls |
| Military Camping Kit | 30 | 3 | 50 lbs | $500.00 | +3 to Survival rolls |
| Basic Snowboard | 18 | 2 | 5 lbs | $50.00 | No Penalty on Extreme Sports rolls |
| Pro Snowboard | 22 | 2 | 5 lbs | $150.00 | +1 on Extreme Sports |
| Nu-Tech Snowboard | 30 | 3 | 3 lbs | $500.00 | +3 on Extreme Sports |
| Basic Airboard | 18 | 2 | 5 lbs | $100.00 | No Penalty on Extreme Sports rolls |
| Pro Airboard | 22 | 2 | 5 lbs | $300.00 | +1 on Extreme Sports |
| Nu-Tech Airboard | 30 | 3 | 3 lbs | $500.00 | +3 on Extreme Sports |
| Backup Parachute | 12 | 1 | 10 lbs | $100.00 | Most simple parachute |
| Basic Parachute | 15 | 1 | 30 lbs | $300.00 | Common Emergency Chute |
| Airfoil Parachute | 18 | 2 | 50 lbs | $1,000.00 | Parasail Chute, maneuverable |
| Roller Blades | 18 | 1 | 1 lb | $100.00 | No penalty on Extreme Sports |
| Pro Roller Blades | 20 | 2 | 1 lb | $500.00 | +1 on Extreme Sports |
| Field Kitchen | 14 | 1 | 10 lbs | $100.00 | No penalty on Cooking rolls in field |
| Military Field Kitchen | 20 | 4 | 200 lbs | $1,000.00 | +1 on Cooking rolls in field |
| Safety Rated Pads | 18 | 1 | 1 lb | $50.00 | Protection from collisions |
| Safety Rated Helmet | 22 | 1 | 1 lb | $50.00 | Protection from collisions |
| Rope | 20 | 2 | 5 lbs | $20.00 | Per 100 feet of high-test rope |

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# GADGETS AND STUFF DESCRIPTIONS

**BASIC CELL PHONE –** The standard cell phone. It stores a hundred names and phone numbers, and can operate while within a wireless cellular network area. The cell phone can send and receive both voice communications or text messages. In 2015, most cellular providers have an extremely large service area, most calling plans being national or international. A cellular service contract is required to use the phone. Often, basic phones are given away for free when one signs a contract with a cellular provider for a year or more of service. Uses one small rechargeable battery which lasts for one week of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**CAMERA PHONE –** This is like the standard cell phone, but includes a digital camera. It can take and store up to 100 pictures. The Camera Phone has a UPP port allowing it to connect to most computers so that the pictures can be downloaded into a computer system. The phone can also download pictures across a cellular network. Uses one small rechargeable battery which lasts for one week of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**DELUXE PHONE –** This phone has all the features of the basic and camera phone, but includes a small keyboard for easier texting, a calculator, and full face-to-face video conferencing. Uses one small rechargeable battery which lasts for one week of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**SATELLITE PHONE –** A phone that bypasses local cellular networks and connects directly to a satellite network. It is extremely secure and operates anywhere in the world. Requires a Satellite Phone service contract to operate, which usually includes free GPS service. Uses one small rechargeable battery which lasts for one week of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**HEADSET COMMUNICATOR –** A simple voice communicator worn on the head, allowing for hands-free communication. Has a UPP port which allows the headset to be interfaced to a computer to allow it to be preset to up to ten different frequencies. Has a range of one mile. Uses one small rechargeable battery which lasts for one week of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**MILTARY HEADSET –** A more sturdy Headset Communicator which includes a digital camera, allowing the wearer's point of view to be transmitted along with their voice communications. Can be preset for up to ten frequencies via the UPP port, and can also be synchronized with other Military Headsets for secure, encrypted communications. Uses one small rechargeable battery which lasts for one week of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**COMMUNICATIONS HUB –** A large communication unit which can be used to interface with up to twenty Headset Communicators (or Military Headsets). Can receive visual signals from Military Headsets, and synchronize encryption with them. Has twenty UPP ports so that headsets can be interfaced with it directly. Because of its size, is usually kept in a vehicle or worn as a backpack. Uses one large rechargeable battery which lasts for one month of service before it must be recharged. Can be plugged into a power grid and used as a recharger.

**DIGITAL CAMERA –** Camera taking digital pictures. Can hold up to 200 pictures. Interfaces with a computer via a UPP port to download images. Runs for one week off of a small battery.

**DIGITAL CAMERA PRO –** Functions as a digital camera, but has telephoto lenses and takes superior pictures (+2 to Art skill for making attractive photographs). Runs for one week on a standard battery.

**DIGITAL CAMCORDER –** A video camera which captures professional video and sound. Can take and store ten hours of video. Runs for two days off of a standard battery.

**CALCULATOR –** Allows for rapid mathematic figuring. Does addition, subtraction, multiplication, division, square roots, cube roots, and other basic math functions. Works for one month on a small battery.

**PROFESSIONAL CALCULATOR –** This calculator is a small computer which can be programmed to perform complex functions, such as figuring ballistic arcs and plotting courses. Works for one month on a small battery.

**IMAGE WALLET –** A wallet-sized device with a screen (four inch diagonal screen measurement) for display-



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ing digital images. Interfaces via UPP with either a computer or a digital camera. Holds 500 pictures or two hours of video. Runs for one week on a small battery.

**SIMPLE DIGITAL WATCH –** Straps on the wrist and tells time. Has a day/date function, a stopwatch, two alarms, and a backlight. Runs for six months on a small battery.

**DIGITAL DIVE WATCH –** A digital watch which can be submerged up to 1,000 feet under water.

**SELF-WINDING WATCH –** A mechanical watch which requires no batteries. The movement of the wearer winds the watch, giving it continuous function. Tells time, day, and date.

**DIVE WATCH –** A self-winding watch which can be submerged to up to 2,000 feet under water.

**COMPASS –** A device for finding magnetic North. Has a needle which always points North, allows for making Navigation rolls at no penalty.

**PROFESSIONAL COMPASS** - A compass with additional tools for finding precise direction. Gives a +1 to Navigation rolls.

**GPS –** or Global Positioning System. Connects to a satellite network to give the user their precise location with accompanying maps. Gives a +3 to Navigation rolls. Runs for one month on a standard battery.

**TRACER BUG –** Small device (-3 to Investigation rolls to locate it) which sends out a radio signal, allowing a Tracer Locater to find it. Runs for one week on a small battery.

**TRACER BULLET –** A bullet with an extremely adhesive Tracer Bug. The bullet itself is a frangible gel which is discarded on impact doing no damage, merely leaving the tracer in place. Runs for one week on s small battery.

**TRACER LOCATER –** Hand-held device which tracks Tracer Bugs and Tracer Bullets. Must be synchronized with the individual tracers first (can store the frequencies of up to 10 Tracers at a time). Can locate a synchronized tracer within one mile. Runs for one week on a standard battery.

**MILITARY TRACER LOCATER –** As a Tracer Locater, but can track for up to ten miles, and has a UPP which allows the locater to be attached to a computer for navigational aid.

**DIGITAL MUSIC PLAYER –** A small device which can store up to one thousand hours of digital music and play it back through included ear buds. Has a UPP to interface with a computer to download fresh music. Can also interface with other Digital Music Players. Runs for two weeks on a small battery.

**PORTABLE FLASH DRIVE –** Small storage unit which interfaces with a computer's UPP dirve. Holds one Terabyte of information. Requires no power.

**FLASH DRIVE/MUSIC PLAYER –** A combination of both the Digital Music Player and Portable Flash Drive. Requires a small battery for two weeks of operation as a music player – does not require power for memory storage. Can easily be made to look like merely a Digital Music Player.

**NIGHT VISION GOGGLES –** Goggles with light intensification technology, allowing one to see clearly in all but total darkness (-1 in total darkness). Runs for two days on a small battery.

**HIGH TECH NIGHT VISION GLASSES –** Function like Night Vision Goggles, but higher-tech construction compacts the function into a pair of sunglasses. Runs for two days on a small battery.

**IR GOGGLES –** Goggles which allow one to see in heat patterns, negating all darkness penalties. Runs for two days on a small battery.

**HIGH TECH INFRA RED GLASSES –**Functions like IR Goggles, but higher-tech construction compacts the function into a pair of sunglasses. Runs for two days on a small battery.

**FLASHLIGHT –** Projects a ten-foot circle of illumination up to fifty feet away. Runs for two weeks on a standard battery.

**CHEAPASS "SUCK" FLASHLIGHT –** Like a flashlight, but has a self-regenerating power source. The flashlight will operate for a full sixty seconds (one minute) before it shuts itself off for two minutes to regenerate its power cell. Often given as a joke to rookie members of Assault Recon teams.

**MAGNIFYING GLASS –** Allows for ten times magnification, making it easier to find small details. Gives a +1 to the Investigation skill when visually searching



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for clues.

**DIGITAL MAGNIFIER –** hand-held digital camera feeding directly to a screen, allowing for up to one hundred times magnification. Has a UPP port so that it can be connected to a computer (and used as a digital camera) or attached to a Digital Camera to store images. Gives a +2 to the Investigation skill when visually searching for clues. Runs for two days on a small battery.

**MAGICIAN'S KIT –** Small case of magician's tricks, allowing one to prepare hold-outs and sleight of hand tricks. Contains several desks of marked cards and loaded dice, as well. Gives a +1 on Sleight of Hand rolls.

**PAINTING SET –** Set of paints, brushes, solvents (for cleaning), canvases, and an easel. Allows for rolls with no penalty to use the Art skill to paint.

**DRAWING SET** - Set of pencils, pens, erasers, and sketch pads. Allows for rolls with no penalty to use the Art skill to draw.

**SCULPTING SET –** Contains clay, stone, chisels, various shaping tools, a small kiln, and a hammer. Allows for rolls with no penalty to use the Art skill to sculpt.

**MUSICAL INSTRUMENT –** can be any type of instrument, from a flute to a guitar to a small piano. Allows for rolls on the Music skill with no penalty to play an instrument.

**DIGITAL INSTRUMENT**- A digital analog to an actual musical instrument ; basically a small dedicated synthesizer. Allows for rolls on the Music skill with no penalty to play an instrument. Requires a standard battery to operate for a week.

**TELESCOPE, ASTRONOMER'S –** Standing telescope with included tripod, extremely powerful. Meant to view the stars and make astronomical observations. Has physical mounts to affix a digital camera to the eyepiece.

**TELESCOPE, SPOTTER'S** - Standing telescope with included tripod, not as powerful as the Astronomer's Telescope. Best used for spotting targets for a sniper, doing reconnaissance, and peeping in windows. Aiming it below thirty degrees within a city is considered a misdemeanor. Has physical mounts to affix a digital camera to the eyepiece.

**SIMPLE PEN –** A pen which will write for roughly two months. Disposable.

**PROFESSIONAL PEN –** A pen which will write for six months to a year, extremely durable and professional looking. Replacement ink costs ten dollars for a refill.

**PORTABLE GAME MACHINE –** Small machine with poor graphics, usually used for educational games. Runs for a week on a small battery.

**PGM CARTRIDGE –** An individual game for the Portable Game Machine. Usually lame but absorbing.

**PRO GAME MACHINE –** A hand-held game machine with vastly better graphics, considered necessary if one is to have "Street Cred" as a gamer. Runs for a week on a small batterh.

**PRO GM CARTRIDGE –** An individual game for the Pro Game Machine.

**HIGH END GAME MACHINE –** A small dedicated gaming computer. Accepts High Density Disks (HDDs) with movies and music on them. Has UPP ports for connecting to computers to download upgrades, and a wireless connection for internet surfing. Runs for a week on a standard battery. Can also hook up to a power grid and be used as a recharger for rechargeable batteries.

**HEGM CARTRIDGE –** An individual game for the High End Game Machine.

**MINI HDD PLAYER –** Small device for playing movies and media on HDDs. Has a small integral screen (ten inch diagonal measurement) and speakers. Also includes ear-buds for private listening. Runs for one week on a Standard battery. Can also hook up to a power grid and be used as a recharger for rechargeable batteries.

**HDD MEDIA –** One movie on HDD, with hours of extras and bonus material.

**GENTLEMAN'S CHESS SET**- A box which unfolds into a chess board, containing all of the pieces needed to play chess. Includes a wind-up turn-clock which need not be used.

**TRAVEL TOILETRIES KIT –** A kit of the basics for maintaining personal hygiene while on the road. Includes combs, brushes, soap, deodorant, shaving supplies, and a box for medications.



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**LUXURY TOILETRIES KIT –** A kit with opulent equipment for maintaining personal hygiene while on the road. Includes all that the Travel Toiletries kit contains, as well as electric shavers and trimmers (requires a small battery to operate for a week and a recharger for a small rechargeable battery), mink shammies, lotions and oils, hair wraps, scented candles, and other items too opulent to mention.

**TAN IN A CAN –** A can of a spray substance which gives the user the appearance of being well-tanned. Gives a +1 to the Styling skill. Good for seven days worth of applications.

**STUPID LOOKING SUNGLASSES –** Bargain basement sunglasses, often in fanciful colors and shapes, meant to appeal to children and people with too much appreciation for shapes and colors. Adds a bonus of +1 to Perception plus Toughness rolls to resist Flash Attacks, but impose a -1 penalty on the Styling roll.

**SUNGLASSES –** Basic, sturdy sunglasses. Adds a bonus of +1 to Perception plus Toughness rolls to resist Flash Attacks.

**STYLISH SUNGLASSES –** Designer-logo sunglasses of the highest fashion. Adds a bonus of +1 to Perception plus Toughness rolls to resist Flash Attacks. Fights have been known to break out over the breaking of such sunglasses.

**SWISS ARMY KNIFE –** The penultimate multi-tool. Nearly worthless as a weapon, but functions as just about every item in a Basic Tool Kit. Allows for Repair rolls on just about anything at a -1.

**SNORKELING KIT –** Diving mask, fins, and snorkel. Gives a +1 on Swim rolls, and allows a swimmer to move on the surface of water, or under water, at their Speed stat in feet per turn.

**S.C.U.B.A. KIT –** Diving mask, fins, air tanks, regulator, depth-gauge (worn on the wrist), a weight belt, a wet suit, and a basic knife. Allows for up to an hour of time under water. Gives a +2 on Swim rolls, and allows a swimmer to move on the surface of water, or under water, at their Speed stat in feet per turn.

**MILITARY S.C.U.B.A. KIT** - Diving mask, fins, air tanks, regulator, depth-gauge (worn on the wrist), a weight belt, a wet suit, and a basic knife. Also includes a rebreather which doubles the amount of time the diver can spend under water, and does not allow bubbles to float free, making it easier for the diver to sneak under boats and under observation. Gives a +2 on Swim rolls, and allows a swimmer to move on the surface of water, or under water, at their Speed stat in feet per turn.

**SKATEBOARD –** A two foot long board on four wheels. Allows for rolls on the Extreme Sports skill at no penalty. Can get up to speeds of 20 to 25 miles per hour, so it's good to wear pads (or Sports Armor) when using one.

**PRO SKATEBOARD –** A skateboard made out of composite materials and optimized for stunt use. Gives a +1 on rolls using the Extreme Sports skill. Can get up to 30 to 35 miles an hour, so it's imperative to wear pads (or Sports Armor) when using one.

**LINE THROWER –** A pistol-like device that fires a grappling projectile on the end of a one hundred foot high-test line. Uses the Dexterity stat plus the Handguns skill to plant the projectile where it will do the most good to help one climb, or for other creative uses. The line must be manually reeled and re-packed in the gun after use.

**ASCENSION GUN –** A larger pistol-like device that fires a grappling projectile on the end of a one hundred foot high-test line. Like the Line Thrower, the Dexterity stat plus the Handgun skill is used to plant the projectile where the firer wants to go, but this gun has a powerful small motor which reels the user up to the grapple at ten feet per turn. Can lift up to two-hundred and fifty pounds. After each use, the Ascension gun must be prepared to fire again by re-tensioning the firing mechanism and checking the reel (takes five minutes).

**PRO LINE GUN –** A device like the Ascension Gun, but larger (requires use of the Longarm skill, rather than the Handgun skill). Has a two-hundred foot line, and can be used up to ten times before the Pro Line Gun must be prepared to fire again. Can lift up to 300 pounds.

**CLIMBING GEAR –** Harness, ropes, hammer, pitons, carabiners, and other gear useful for climbing rocks and mountains. Allows rolls on the Climbing skill to scale rocks and mountains at no penalty.

**MILITARY CLIMBING GEAR –** A hardier version of Climbing Gear, allows rolls on the Climbing skill at +1 to scale rocks and mountains.



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**PRO CLIMBING GEAR –** Some of the best gear available for ascending rocks and mountains, gives a +3 to the Climbing skill.

**SPORTS GEAR –** Any of a number of different pieces of sports equipment – baseball bats, tennis rackets, hockey sticks, or the like. Functions like a basic bludgeon in combat (+0 Accuracy, Str +1 Damage).

**SURVIVAL KIT –** A collection of items useful for the task of survival – a compass, a cable saw, a needle and thread, materials for fire starting, and a simple knife. Gives a +1 to rolls on the Survival skill.

**CAMPING KIT –** Includes a small tent (for one person), sleeping bag, backpack, and a Survival Kit. Gives a +2 to the Survival skill.

**MILITARY CAMPING KIT –** Hardier version of the Camping Kit, with a larger tent (2 man tent) and a small and durable pamphlet on basic survival techniques. Gives a +3 to the Survival skill.

**BASIC SNOWBOARD –** Flat board for "surfing" down snowy slopes. Allows for rolls on the Extreme Sports skill at no penalty.

**PRO SNOWBOARD –** Snowboard made with higher strength composite materials. Gives a +1 to the Extreme Sports skill.

**NU-TECH SNOWBOARD –** A High Tech Snowboard with flexible and reactive control surfaces. Gives a +3 to the Extreme Sports skill.

**BASIC AIRBOARD –** A simple airfoil that is worn on the feet for performing air stunts while sky diving. Allows for rolls on the Extreme Sports skill at no penalty.

**PRO AIRBOARD** - Airboard made with higher strength composite materials. Gives a +1 to the Extreme Sports skill.

**NU-TECH AIRBOARD** - A High Tech Airboard with flexible and reactive control surfaces. Gives a +3 to the Extreme Sports skill.

**BACKUP PARACHUTE –** Small parachute meant to be worn as a secondary, or backup, parachute. Usually worn across the stomach. Allows for safe descent during falls from great heights.

**BASIC PARACHUTE –** The most commonly used parachute, allows for safe descent during falls from great heights. Often worn with a backup chute.

**AIRFOIL PARACHUTE –** A parachute shaped to allow maneuverability during descent from great heights. Good for Extreme Sports and hitting small targets when landing.

**ROLLER BLADES –** A pair of boots with four in-line wheels on the underside. Can reach speeds of 30 to 35 miles per hour, so the use of pads is recommended with them. Allows for rolls on the Extreme Sports skill with no penalty.

**PRO ROLLER BLADES –** More advanced versions of Roller Blades, made with higher strength composites. Give a +1 to Extreme Sports rolls.

**FIELD KITCHEN –** An easily portable assembly of pots, pans, utensils, and a portable gas-driven cooking stove. Allows for rolls on the Cooking skill while in the field, can easily feed up to ten people (food not included).

**MILITARY FIELD KITCHEN –** A larger and more durable version of the Field Kitchen – can easily feed up to one hundred people (food not included).

**SAFETY RATED PADS** - Pads for the elbows and knees. Protects the wearer from falls and collisions, very useful when doing Extreme Sports.

**SAFTEY RATED HELMETS** - A helmet for protecting the head from falls and collisions. Gives +5 to DR on the head, and acts as a collision mitigator.

**ROPE –** Useful for a huge number of things. Good for tying things down, climbing, swinging across chasms, and the like.

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# WARDROBE

Unless you're going to go adventuring naked (and we're not telling you not to, we're just sayin'), you're going to need clothing.

Clothing is sold in wardrobes, rather than individual pieces. A wardrobe is a collection of clothes with similar qualities, such as style, warmth, and quality.

Wardrobes are listed by type, then any bonuses they have to the Styling skill for being so very (or so not) stylish. Following the bonus is the wardrobe's Duration – the length of time that Wardrobe may be worn before it must be laundered. Then there is the average Damage Resistance of the articles of clothing in the wardrobe, and their average Shrugs. Then comes the average weight of one outfit in the wardrobe, the cost of the wardrobe in dollars, and any notes on the wardrobe's features.

Players may feel free to elaborate on their character's wardrobe and throw on individual items of clothing, even things found while wandering at the mall or reading catalogs. These are general guidelines for assigning statistics to such clothing.

Note: For every time that a character has the "Rich" Merit, they may have any five wardrobes of their choice without expending any Budget on them – wealthy people accumulate clothes rather easily.

## Repairing. Modifying, and Fabricating Your Wardrobe

Clothes wear out. A given wardrobe has one hundred times its Duration before it must be replaced, cut apart for rags, or given to a Thrift store. Every time the 100 x Duration passes for a particular wardrobe, its DR is reduced by 2 and its Style bonus is reduced by one.

When the DR hits zero, the clothing simply falls apart. This can be restored by making a roll on the Intelligence stat plus the Sewing skill and expending one percent of the Wardrobe's cost in materials. This will also repair damage to the outfit from other sources, such as fire, bullet wounds, and werewolf claw marks.

Modifying one's own clothing isn't too difficult, if one has the Sewing skill and access to a Textile Shop. A successful roll against the Intelligence stat plus the Sewing sill will allow you to make the following modificaitons to your wardrobes, so long as you can pay for the materials involved.

**ADDING TO THE WARDROBE'S STYLING BONUS**: For every +1 to the Wardrobe's bonus to the Styling skill (maximum +4), spend 25% of the cost of the Wardrobe.

**ADD TO THE WARDROBE'S DR**: For every +1 to the Wardrobe's DR (maximum 25), spend 3% of the Wardrobe's cost.

**ADD TO THE WARDROBE'S SHRUGS**: For every +1 to the number of Shrugs the Wardrobe has (maximum 2), spend 15% of the Wardrobe's cost.

**ADD TO THE WARDROBE'S MISCELLANEOUS BONUS**: For every +1 to the bonus a Wardrobe gives to using a particular skill, such as jumping or climing (Athletic skills only, maximum +2), spend 60% of the cost of the gadget.

For Wardrobes that provide more protection, you'll want to get Armor instead.

For Example: *Bob wants his casual T-Shirt and Jeans to really stand out when he goes partying. He adds a +2 to their Styling Bonus (25% of $100.00 = $25.00, x2 = $50.00). He also wants them to last a little while, so he adds a Shrug to them (15% of $100.00 = $15.00). For a total of $65.00 in materials, and a successful roll agaisnt the Intelligence stat plus the Sewing skill, Bob has a durable set of really cool casual clothing.*

Fabricating your own wardrobes is also fairly easy with the right skills (Sewing) and a Textile Shop. Take the cost of the Wardrobe you would like to have, and the cost of any modifications you would like to make to it. Add these together for a total cost.

A successful roll agains the Intelligence stat plus the Sewing skill, and 40% of the Total Cost in materials, and you have the Wardrobe of your dreams.

For Example: *Bob needs a god suit, but he can't afford to buy one from a Tailor. He takes the cost for a Formal Wardrobe ($300.00), and adds 25% for a +1 to the Styling Bonus (25% of $300.00 = $75.00). His total cost is $375.00. He pays 40% of that in materials (40% of $375.00 = $150.00) and makes a successful roll against his Intelligence stat plus his Sewing skill. For a fraction of the cost of a tailored suit, Bob has made himself one that will stand out at the "Ninja Beater's Formal."*

It takes about two weeks to Fabricate a wardrobe.



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# WARDROBE

| Wardrobe | Bonus | Duration | DR | Shrugs | Weight | Cost | Notes |
|---|---|---|---|---|---|---|---|
| Basic Underwear | +0 | 1 Week | 10 | 1 | ¼ lb | $35.00 | |
| Sexy Underwear | +1 | 1 Week | 10 | 0 | ¼ lb | $75.00 | +1 to Seduction skill |
| Fancy Lingerie | +2 | 2 Days | 11 | 0 | ¼ lb | $100.00 | +2 to Seduction skill |
| Casuals | +0 | 1 Week | 14 | 1 | 1 lb | $100.00 | |
| Warm Weather Casuals | +0 | 1 Week | 12 | 1 | 1 lb | $75.00 | +1 to rolls to resist heat |
| Cold Weather Casuals | +0 | 1 Week | 16 | 1 | 2 lb | $125.00 | +1 to rolls to resist cold |
| Businesswear | +1 | 1 Week | 20 | 1 | 3 lb | $180.00 | |
| Cold Weather Businesswear | +1 | 1 Week | 20 | 2 | 4 lb | $250.00 | +1 to rolls to resist cold |
| Stylish Businesswear | +3 | 2 Days | 22 | 2 | 3 lbs | $600.00 | |
| Formals | +2 | 1 Day | 15 | 1 | 2 lb | $300.00 | |
| Warm Weather Formals | +2 | 1 Day | 13 | 1 | 1 ½ lbs | $250.00 | +1 to rolls to resist heat |
| Cold Weather Formals | +3 | 1 Day | 17 | 2 | 3 lbs | $400.00 | +1 to rolls to resist cold |
| Sports Gear | +1 | 1 Week | 12 | 1 | ½ lb | $120.00 | |
| Swimwear | +1 | 2 Days | 10 | 1 | ½ lb | $50.00 | |
| Way Cool Adventuring Gear | +3 | 1 Week | 20 | 2 | 4 lbs | $800.00 | |
| Intimate Footwear | +2 | 1 Month | 13 | 1 | ½ lb | $250.00 | +1 to Seduction |
| Casual Footwear | +0 | 1 Month | 15 | 1 | 1 lb | $50.00 | |
| Formal Footwear | +2 | 2 Weeks | 15 | 1 | 1 lb | $150.00 | |
| Cold Weather Footwear | +0 | 1 Month | 18 | 2 | 1 ½ lbs | $60.00 | +1 to rolls to resist cold |
| Sports Footwear | +2 | 2 Weeks | 18 | 1 | 1 lb | $100.00 | +1 to rolls to Jump or Run |
| Way Cool Adventuring Footwear | +3 | 1 Month | 20 | 2 | 2 lbs | $400.00 | |

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# WARDROBE DESCRIPTIONS

**BASIC UNDERWEAR –** Briefs or boxers (or boxer-briefs!), t-shirts, bras and panties, and of course socks. These are the basic things that people put directly against their skin, a layer under visible clothing.

**SEXY UNDERWEAR –** Novelty underwear that is more revealing than basic underwear, cut to be appealing. Often with vaguely clever sayings or cartoon characters printed on it.

**FANCY LINGERIE –** Like sexy underwear, but made with more lace and frill. Usually worn by women, but who are we to question? Often with complicated fastenings and loads of support. Suitable for honeymoons, expensive call-girls, or photo shoots.

**CASUALS –** Jeans and T-Shirts, simple skirts or slacks. Day to day wear for temperate weather.

**WARM WEATHER CASUALS –** Shorts and crop-tops, short skirts and tank-tops. Day to day wear for warm weather climates. Gives a +1 to Stamina plus Toughness rolls to resist exposure to overly warm climates.

**COLD WEATHER CASUALS –** Sweats and heavy shirts, thick jeans and slacks. Day to day wear for cold weather climates. Gives a +1 to Stamina plus Toughness rolls to resist exposure to overly cold climates.

**BUSINESSWEAR –** A good suit, suitable for day to day wear at an office or corporate environment in a temperate climate.

**COLD WEATHER BUSINESSWEAR –** A good suit, suitable for day to day wear at an office or corporate environment in a cold climate. Gives a +1 to Stamina plus Toughness rolls to resist exposure to overly cold climates.

**STYLISH BUSINESSWEAR –** A GREAT suit, suitable for the higher echelons of the corporate environment or government work. Almost always causes people to say "Wow… nice suit!"

**FORMALS –** Fancy attire for formal occasions. Useful for the opera, a night at the theater, or fancy parties in a temperate climate.

**WARM WEATHER FORMALS –** Fancy attire for formal occasions. Useful for the opera, a night at the theater, or fancy parties in a warm climate. Gives a +1 to Stamina plus Toughness rolls to resist exposure to overly warm climates.

**COLD WEATHER FORMALS –** Fancy attire for formal occasions. Useful for the opera, a night at the theater, or fancy parties in a cold climate. Gives a +1 to Stamina plus Toughness rolls to resist exposure to overly cold climates.

**SPORTS GEAR –** Jerseys, shorts, and other clothing useful for wearing when engaging in sports activities. Less likely to get torn or ripped when engaging in rough activities or working out.

**SWIMWEAR –** Sports gear specifically designed for wearing while swimming. Keeps the wearer supported and comfortable in the water.

**WAY COOL ADVENTURING GEAR –** Black leather T-Shirts, voluminous dusters and trench coats. This is the kind of clothing that only people who go out to beat up bad guys and take their stuff will wear.

**INTIMATE FOOTWEAR –** "Sexy" shoes and/or slippers. May be difficult to walk in, but considered very attractive. Not good for long periods of standing or walking.

**CASUAL FOOTWEAR –** Sneakers, canvas shoes, foot gear that is comfortable for day to day wear.

**FORMAL FOOTWEAR –** Good lookin', fancy shoes. Suitable to wear with business attire or out for a night at the opera.

**COLD WEATHER FOOTWEAR –** Heavy foot wear which insulates the wearer's feet from contact with cold, wet ground and cold, wet weather. . Gives a +1 to Stamina plus Toughness rolls to resist exposure to overly cold climates.

**SPORTS FOOTWEAR –** Sneakers, Tennis Shoes, Cross Trainers; these are athletic shoes that not only look good ('cause your "kicks" have to be "kickin'"), but also give a +1 to rolls when Jumping or Running, because of the padding and special design.

**WAY COOL ADVENTURING FOOTWEAR –** Knee-high combat boots with lots of extra straps. The kind of foot gear that only a player character would be wearing, that makes it look really cool when you're beating up bad guys and taking their stuff.



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# HOUSING

Let's face it. You need a place to live. Where you live often depends on how much money you have. Characters with the "Rich" Merit can afford to live in better places. Characters with the "Poor" Flaw struggle to live anyplace at all.

Housing has a monthly cost. If one lives in an apartment, this monthly cost is rent. No matter how much rent you pay, you will never own that particular property. If you have a home of your own, the monthly cost is a mortgage. Eventually, a mortgage will be paid off and you will own the property free and clear. That is, of course, unless you have an interest-only loan, which is exactly the same as rent.

Housing is listed by level; this is a measure of the size and quality of the property. Characters who have neither the "Rich" Merit nor the "Poor" Flaw can have an "Average" property for the listed cost. Any character may own a property free and clear if the property is one or more steps below their means. I.E.- a character who has the "Rich" Merit once may own an "Average" property free and clear while a character who has the "Poor" Flaw once may own an "Utter Dive" property free and clear.

| If the Character Has… | They can automatically make payments on… | And they can own free and clear a property at… |
|---|---|---|
| The "Poor" Flaw four or more times | Nothing | No level |
| The "Poor" Flaw three times | An Utter Dive | No level |
| The "Poor" Flaw two times | Bad Housing | The Utter Dive level |
| The "Poor" Flaw once | Poor Housing | The Bad Housing level |
| No "Poor" Flaw and no "Rich" Merit | Average Housing | The Poor Housing level |
| The "Rich" Merit once | Good Housing | The Average Housing level |
| The "Rich" Merit twice | Very Good Housing | The Good Housing level |
| The "Rich" Merit three times | Excellent Housing | The Very Good Housing level |
| The "Rich" Merit four times | Luxury Housing | The Excellent Housing level |
| The "Rich" Merit five times | Ridiculous Housing | The Luxury Housing level |
| The "Rich" Merit six or more times | A small country | The Ridiculous Housing level |

After the level, the property's monthly cost is listed. Following the cost is the number of rooms in the property. This is an average with rooms being fifteen feet by ten feet. At the player's discretion, the property may have a larger number of smaller rooms or a smaller number of larger rooms.

After rooms, the DR of the structure is listed, followed by the structure's Shrugs. Lastly, there are notes on that particular property.

## Repairing and Maintaining Your Housing

*"It could use a woman's touch."*

*"So could you."*

- Charles and Wayne, Adventurers

Properties need work. Homes are living things which need care and attention to remain livable. It takes no more than a Basic Tool Set to keep your property well maintained. That, and a roll against the Intelligence stat plus the Repair skill. This should be done once a month.

Should your property become damaged, the same roll will allow you to repair it. The material cost of your repairs is equal to one-half of one percent of the monthly cost of your property per Shrug.

Modifying and/or Constructing your own housing is a more complex matter (and may violate your Renter's Agreement), which is covered in Appendix 8: "Modifying and Constructing Your Own Housing."

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# HOUSING

| Level | Monthly | Rooms | DR | Shrugs | Notes |
|---|---|---|---|---|---|
| Utter Dive Housing | | | | | |
| Crap Apartment | $250.00 | 2 | 10 | 2 | |
| Big Crap Apartment | $500.00 | 4 | 10 | 2 | |
| Crack House | $600.00 | 6 | 12 | 3 | |
| Bad Housing | | | | | |
| Low-end Student Housing | $350.00 | 2 | 12 | 3 | |
| Low quality Trailer | $400.00 | 3 | 12 | 3 | Usually Furnished, Badly |
| Low quality Double-Wide | $500.00 | 6 | 12 | 3 | |
| “The Projects” | $500.00 | 4 | 14 | 4 | |
| House in “Bad Neighborhood” | $550.00 | 6 | 14 | 4 | |
| Poor Housing | | | | | |
| Average Student Housing | $425.00 | 2 | 15 | 4 | |
| Trailer | $550.00 | 3 | 14 | 4 | |
| Double-Wide | $600.00 | 6 | 14 | 4 | |
| Rent Controlled Apartment | $650.00 | 3 | 14 | 4 | |
| “Fixer-Upper” Home | $800.00 | 4 | 13 | 5 | |
| Average Housing | | | | | |
| Good Student Housing | $600.00 | 2 | 16 | 4 | |
| Good Trailer | $650.00 | 3 | 16 | 4 | |
| Good Double-Wide | $700.00 | 6 | 16 | 4 | |
| Apartment | $750.00 | 3 | 16 | 4 | |
| House | $1,000.00 | 6 | 16 | 4 | |
| Good Housing | | | | | |
| Pre-Fab Home | $1,250.00 | 6 | 18 | 4 | |
| Good Apartment | $900.00 | 4 | 18 | 4 | |
| Nice House | $1,500.00 | 8 | 18 | 4 | |
| Condominium | $1,700.00 | 6 | 18 | 4 | |
| Very Good Housing | | | | | |
| Great Apartment | $2,000.00 | 4 | 18 | 4 | Lots of Amenities |
| Big House | $3,000.00 | 10 | 18 | 4 | Good Location |
| Security Condominium | $3,000.00 | 6 | 20 | 4 | Very Secure |
| Excellent Housing | | | | | |
| Luxury Apartment | $4,000.00 | 8 | 18 | 4 | Ridiculous Amenities, Concierge |
| Gated Community Home | $6,000.00 | 8 | 20 | 5 | |
| Beachfront Home | $8,500.00 | 6 | 18 | 4 | Excellent Location |
| Resort Condo | $10,000.00 | 8 | 18 | 4 | Ridiculous Amenities, Concierge |
| Mini-Mansion | $25,000.00 | 20 | 18 | 4 | Good location, Secure |
| Luxury Housing | | | | | |
| Opulent Apartment | $10,000.00 | 12 | 18 | 4 | Private Staff, Luxury Services |
| Country Estate | $45,000.00 | 18 | 20 | 4 | Isolated |
| Mansion | $100,000.00 | 35 | 18 | 4 | Swimming Pools, Movie Stars |
| Small Underground Base | $250,000.00 | 40 | 25 | 6 | Free Wi-Fi and 100 Mooks! |
| Ridiculous Housing | | | | | |
| Big-Ass Mansion | $1,000,000.00 | 100 | 20 | 4 | You could get lost in here |
| Massive Underground Base | $1,500,000.00 | 150 | 50 | 6 | Free Wi-Fi, 200 Mooks, and 1 Nuclear Device! |
| Undersea Base | $1,500,000.00 | 75 | 30 | 10 | Get used to fish and pirates |
| Abandoned Theme Park | $2,000,000.00 | 250 | 30 | 8 | Upside-Rides Downside- Meddling Kids |
| Private Island | $5,000,000.00 | 1,000 | 30 | 6 | Isolated |
| Space Station | $10,000,000.00 | 300 | 30 | 10 | Long Commute |
| Golden, Diamond- Encrusted Space Station | $100,000,000.00 | 500 | 35 | 12 | If you have one, PC’s should come after you! |



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# HOUSING DESCRIPTIONS

## Utter Dive Housing

**CRAP APARTMENT –** Your last stop on the way to a cardboard box has a toilet, a sink, and a deadbolt that works half the time. Bullet holes for added ventilation added free of charge. Chalk outline extra.

**BIG CRAP APARTMENT –** Like the crap apartment, but with room for a couch from the curb.

**CRACK HOUSE –** Run down and barely livable, has a working toilet and shower for the brave. The kitchen works half the time. A refrigerator would blow the fuses.

## BAD HOUSING

**LOW-END STUDENT HOUSING –** Tiny apartment in a bad neighborhood with over a hundred previous tenants. Working bathroom and kitchen. Watch out for the pervert landlord who wants to cut you a deal on your rent.

**LOW QUALITY TRAILER –** A stationary mobile home. Working bathroom and kitchen as long as you keep your space rental current. Comes equipped with bad furniture bolted to the walls and floor.

**LOW QUALITY DOUBLE-WIDE –** Like a low quality trailer, but twice as wide. Comes with the deluxe drama package.

**"THE PROJECTS" –** An apartment that is a cross between a fortress, hell, black-market drugstore, and roach motel. You can go in, but you might not get out.

**HOUSE IN "BAD NEIGHBORHOOD" –** Looks like it is about to fall down, and it just might. The shower works, but no amount of cleaner will fix it. Never leave food out in the kitchen unless you want to feed the roaches.

## POOR HOUSING

**AVERAGE STUDENT HOUSING –** Small apartment in a relatively safe neighborhood. Your bathroom and kitchen are larger than the low-end housing.

**TRAILER –** A better stationary mobile home. Equipped with fifty percent of the drama and all of the social status of the Low Quality Trailer.

**DOUBLE-WIDE –** Same as the Trailer but twice as wide.

**RENT CONTROLLED APARTMENT –** A functioning apartment with working utilities. It is a little worn down, but in an average neighborhood.

**"FIXER-UPPER" HOME –** Small house that needs some repairs. Plumbing and utilities mostly work.

## AVERAGE HOUSING

**GOOD STUDENT HOUSING –** A nice but small apartment that is secure and close to a college.

**GOOD TRAILER –** A comfortable, if cramped living space. Private and secure (drama not included.)
**GOOD DOUBLE-WIDE –** Like a good trailer, but twice as wide.

**APARTMENT –** A reasonably secure place to live with working amenities. Good for people starting out, or people who don't want to maintain their own property.

**HOUSE –** A small house in good repair, with good working utilities. Good for a small family or a starting-out single.

## GOOD HOUSING

**PRE-FAB HOME –** Larger, more durable, and higher quality than any trailer. Usually in a secure community with amenities. Good working utilities. A favorite of families.

**GOOD APARTMENT –** Spacious and comfortable, usually in a building with some level of security. Often includes an amenity or two such as a pool or game room.

**NICE HOUSE –** Roomy and comfortable. Good privacy, and good working utilities. Easy to secure, usually has a sizeable yard.

**CONDOMINIUM –** Secure and comfortable, if not terribly private. Has amenities such as swimming



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pools and tennis courts, and best of all, someone else is responsible for all of the maintenance.

## VERY GOOD HOUSING

**GREAT APARTMENT –** Multi-level apartment, equipped with a fireplace (or two or more) and amenities such as pool and workout room.

**BIG HOUSE –** Sizeable enough for a large family, with enough yard space to be considered nicely private. Well-built, with plenty of room for storage.

**SECURITY CONDOMINIUM –** Like the Condominium, but built like a freakn' fortress. Secure parking, secure entry, secure web servers, and armed guards keeping everyone safe. Great for a feeling of security, rotten for hosting big parties.

## EXCELLENT HOUSING

**LUXURY APARTMENT –** A huge apartment, as apartments go. The finest fixtures, a host of amenities, and a 24/7 concierge service to get you anything you could desire – within limits.

**GATED COMMUNITY HOME –** A modest house in a secure community. Good utilities, very comfortable, and extremely safe. Surrounded by walls, guarded by armed security officers, with a clubhouse full of amenities and peace of mind.

**BEACHFRONT HOME –** A modest home on the shore. Access to the beach, close to beach-front shopping. An unbeatable view, often the home for the rich and popular. Great for entertaining.

**RESORT CONDO –** A condominium for people in retirement or who enjoy the very good things. Extremely secure and loaded with amenities such as swimming pools, hot tubs, and a social director hosting lively parties on a weekly or monthly basis.

**MINI-MANSION –** One of the first steps in saying that you've "Made It." Big and spacious with a lot of grounds around it. A big swimming pool is mandatory, as is the four car garage and the privacy.

## LUXURY HOUSING

**OPULENT APARTMENT –** Like living in a five-star hotel. Furnished like a palace with all of the amenities a person could imagine, and a small staff sees to all details. Food is included, and delivered 24/7. The concierge can acquire anything you might desire – within reason or not, for a price.

**COUNTRY ESTATE –** A good sized house of high quality, out in the middle of nowhere. Usually associated with a ranch or other similar large area of land (included). Good utilities, often provided by on-site wells and generators. The very definition of "Isolated."

**MANSION –** Standard moviestar "way-too-big" package. Statuary, gold filigree, several swimming pools and an accommodating staff are all included.

**SMALL UNDERGROUND BASE –** For the up-and-coming super villain. A secret location underground, with excellent utilities and super secure entrances. Free wi-fi network and one hundred (100!) nameless minions, along with the facilities for feeding and housing them.

## RIDICULOUS HOUSING

**BIG-ASS MANSION –** A house so ridiculously large that you could get lost in it. Has a staff larger than you need to attend to needs that you didn't know you have, and enough land around you to land an airplane on. If you've got the dough, this place marks you as a mover and a shaker.

**MASSIVE UNDERGROUND BASE –** A true location from where to wage world domination. Two hundred nameless and fanatical minions come with this place, although replacements are not free. Often built from abandoned missile silos, or scratch-built in the middle of a desert for total privacy. Includes a nuclear device in the form of a self-destruct mechanism, which will destroy the base and irradiate an area for ten miles around it.

**UNDERSEA BASE –** Super secret location, nearly impossible to find, extremely tough, and you can't beat the view. No minions included with this base, but it will house and feed a lot of them (up to a hundred). DOES include a submarine for transport, and escape pods should the base be compromised.

**ABANDONED THEME PARK –** They're all over the place… collections of fanciful huge mechanical rides and secret tunnels for maintaining them. Not a bad



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place to set up shop, especially if you enjoy fixing big machines.

**PRIVATE ISLAND –** A nice little place in the tropics to call your own. Good for building your super huge mansion and space port on.

**SPACE STATION –** Getting there is half the fun. An orbiting space station with full gravity and environmental systems. Means having a space shuttle that you can use for getting personnel and supplies up and down. Look out for governments with missile capability.

**GOLDEN, DIAMOND-ENCRUSTED SPACE STATION –** Wow. Just… you know… when you have SO damn much money that you HAVE to spend it on something over-the-top. Comes with a staff of fifty supermodels with P.h.D.s to tend to the station systems. Looks like a really close really fast star from Earth due to its high albedo. You're not actually hiding anything with this station, just demonstrating that you're out of reach and really sickeningly disgustingly rich.

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# SERVICES AND SUPPLIES

There are things that people need that are not necessarily visible or even tangible. You may have that very expensive cell phone, but without a service plan, it isn't doing anything except looking impressive. Sometimes, you need services in order to get things done.

Services are listed by name, cost, and notes on the service. They are divided into categories… Single Use (which are services that are purchased one use at a time, such as dry cleaning), weekly, monthly, and yearly.

Along with services, there are lists of common supplies that people need, such as food and other materials. These are listed by item, cost, and notes. They are generally given in a cost per week.

It is possible for some Player Characters to provide certain services for themselves, in which case they can Deal with the GM to spare themselves some costs or even outsource themselves.

One area that is not covered by this list is the area of Medical Expenses. For one thing, medicine is rarely necessary for PCs… between healing magic, healing rituals, and the ability to recover most lost Shrugs in a night of rest, a lot of PCs won't ever see the inside of an emergency room unless they are conducting a running gun battle in one.

For another thing, medical costs are often somewhat mitigated by medical insurance, which is a fairly complex issue that most Player Characters simply won't have the option of dealing with – it isn't wise to have someone in a government regulated agency keeping tabs on your medical history.

Should the GM find that it is appropriate, due to Cinematic Damage, to put a PC in medical care for a while, the cost is entirely a matter of The Deal. Rare diseases and alien organisms are, after all, very expensive matters to deal with, while amputations may be better handled by some high-tech contact.

In short… you don't want to read a text book on medical insurance any more than we want to write one. If you think you need some, Deal with the GM.

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# Single Use Services

| Service | Cost | Notes |
|---|---|---|
| Dry Cleaning | $19.95 | Cleans one business or formal wardrobe |
| Laundromat | $5.00 | Cleans one casual or sports wardrobe, do it yourself |
| Bad Resteraunt Meal | $3.50 | Roll versus Stamina plus Toughness to keep it down |
| Resaraunt meal | $9.50 | Tasty and nutritious |
| Good Meal | $27.50 | Tasty and filling |
| Luxurious Meal | $95.00 | Caviar and lobster with steak and a piece of an endangered species. |
| Haircut (poor) | $15.00 | -1 to Styling rolls |
| Haircut | $25.00 | |
| Haircut (Excellent) | $50.00 | +1 to Styling rolls |
| Manicure | $20.00 | |
| Pedicure | $25.00 | |
| Bad Hotel Room | $39.00 | Per night. Look out for roaches and the Wandering Crack-Whore Table |
| Hotel Room | $69.00 | Per night. Comfortable if Spartan. |
| Good Hotel Room | $120.00 | Per night. Includes an auto-bar and pay-per-view. |
| Luxury Hotel Room | $500.00 | Per night. Concierge and amenities. |
| Going to Movie | $15.00 | Does not include popcorn. |
| Going to a Sporting event | $25.00 | Does not include big foam "#1" finger. |
| Massage (Legal) | $50.00 | One hour. Very restful, may be part of a healing ritual. |
| Massage (Illegal) | $100.00 | Starts with "Once upon a time," and includes a Happy Ending. |
| Amusement Park | $65.00 | Per person per day. Does not include food. |
| Concert Ticket | $70.00 | Whether the concert sucks or not |
| Car Wash | $20.00 | |
| One-Way Air Ticket, In State | $100.00 | If it isn't cancelled. |
| Two-Way Air Ticket, In State | $250.00 | Little packet of peanuts not included. |
| One-Way Air Ticket, out of State | $750.00 | Flat rate to cut costs of calculating rates |
| Two-Way Air Ticket, out of State | $1,000.00 | It's safer than the train, but not as cheap as renting a car and driving. |

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# Monthly Services

| Service | Cost | Notes |
|---|---|---|
| Gardening | $600.00 | Lawn mowing et cetera |
| Pool Cleaning | $500.00 | Keeping the pool clean and PH balanced |
| Basic Cell Service | $29.95 | Phone service, voice mail, usually national, additional charges for using over 1,000 minutes a month (except nights and weekends) |
| Improved Cell Service | $49.95 | Phone service with image storage, voice mail, international, additional charges for using over 2,000 minutes a month (except nights and weekends) |
| Great Cell Service | $75.00 | Phone service, image storage, voice mail, no calling time limits |
| Water Utilites | $150.00 | Keeps the sinks and toilets running |
| Electrical Utility | $150.00 | Keeps the TV on |
| Home Phone Utility | $20.00 | Maintain a landline |
| Trash Utility | $30.00 | People come by and take your trash away… just take it! |
| Maid Service | $500.00 | People come by and clean your place. |
| Internet Access | $50.00 | Connection to an ISP. Often includes a Broadband Modem in the cost. Requires a computer. |
| Tech Support | $35.00 | Per item supported. Don't let the accent fool you – that guy knows what he's talking about. May be included free with some items. |
| HDD Movie Library Service | $19.95 | Movies are delivered to your door. Watch them as long as you like, then send them back and get a new movie off of your list. |

# Supplies (Cost is per person per week)

| Supply | Cost | Notes |
|---|---|---|
| Food, Bad Quality | $20.00 | It will keep you alive for a week. |
| Food, Poor Quality | $40.00 | Good enough that you can pretend you're actually eating. Mostly starches and pastas that stretch a small amount of meat and veggies. |
| Food, Average Quality | $80.00 | A good routine shopping trip, includes balanced meals, good nutrition, and occasional treats |
| Food, Good Quality | $120.00 | Some luxury items, flavorful beverages, quality meats |
| Food, Excellent Quality | $200.00 | Items that poor people can't pronounce. Caviar and lobster. The Good Stuff. |
| Toiletries, Poor Quality | $10.00 | Shower, shave, and brush your teeth with this stuff… almost once a day. |
| Toiletries, Average Quality | $30.00 | Feel good about yourself after you shower, shave, and brush your teeth. Smell nice all day. Retain that "Fresh" feeling. |
| Toiletries, Good Quality | $60.00 | Delivered to your door by ladies in pink Cadilacs. Parts of you that should stink don't. +1 to Styling. |
| Cleaning Supplies, Poor | $20.00 | Lets you keep your place clean, more or less. Good for small messes and pets. |
| Cleaning Supplies, Average | $40.00 | Maintain a good-sized house or large apartment in cleanliness and decency for a week. |
| Cleaning Supplies, Good | $100.00 | Make the CSI guys cry. Eliminate signs of a body in your refrigerator or a running gun battle in the nursery. |



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# SERVICES AND SUPPLIES DESCRIPTIONS

**DRY CLEANING –** Available at locations all over the average metropolitan city. A method of clenaing that is safe for delicate fabrics; good for dresses and suits. Particularly good for clothing labeled "Dry Clean Only." Usually takes 24 hours.

**LAUNDROMAT –** A place with a large collection of coin-operated washers and dryers, vending machines for detergent, bleach, and fabric softeners, and a coin-operated video game from the '80's that doesn't work. Your fingers will smell like quarters and bleach when you're done, but you can effectively wash a week's worth of clothes in just over an hour.

**BAD RESTAURANT MEAL –** Cheap food from a place with questionable hygiene. Eating at a place like this constantly will lead to health problems within a few weeks, but it sure is tasty, the sodas are "all you can drink," and many meals come with a bonus toy surprise!

**RESTAURANT MEAL** - Meal of average quality. Nutritious , if a bit plain. Some people swear by it.

**GOOD MEAL –** Tasty and filling, well-seasoned and nutritious. The kind of place you mean to eat at all the time, but don't because fast food is more convenient.

**LUXURIOUS MEAL –** Some of the best food you can get. A hundred dollars a plate will get you the finest steaks, the freshest seafood, and the best drinks in plentiful quantities. A "Treat yourself right" meal.

**HAIRCUT (POOR) –** A haircut delivered by a chain-store, given to you by a person who does not speak your language who is taking guesses as to what you really want. Often a shocking experience.

**HAIRCUT –** An inexpensive way to feel good about yourself, often includes a shampoo and a blow-dry. Looks good on most people, and keeps your hair out of your eyes.

**HAIRCUT (EXCELLENT) –** Nearly a spa experience. A haircut where you are made to feel good about yourself, which will have you looking like a movie star (or at least like you have a movie star's hair). Gives a +1 to Styling rolls for a week or so, when the hair starts to grow out appreciably.

**MANICURE –** Having one's nails done. Not merely the coloring process, the nails are kept healthy and cleaned. A pleasant experience for both sexes, makes the hands look professional.

**\PEDICURE –** Having one's toenails done. Not merely the coloring process, the nails are kept healthy and cleaned. Not many men will admit to having one, but they keep the feet attractive.

**BAD HOTEL ROOM –** A smallish, oddly-stained room in a bad part of town. The lock may work, the toilet may not.

**HOTEL ROOM –** The average hotel room a traveler will encounter. Low on amenities, but comfortable.

**GOOD HOTEL ROOM –** When you want something a little classier, this hotel room is larger than the average, has a robo bar and plenty of entertainment options. Often with a swimming pool.

**LUXURY HOTEL ROOM –** Going all out. This may actually be a small suite of rooms (a larger suite of rooms would be several of these hotel rooms purchased together). Concierge service is included, as is a complimentary breakfast.

**GOING TO A MOVIE –** For one ticket to one movie. Still one of the best ways to entertain yourself for two hours. Well, one of the best legal ways, anyways…

**GOING TO A SPORTING EVENT –** Nothing like an afternoon at the ballpark, raceway, sports field, or arena to get the blood pumping. Way expensive hot dogs and stale ice-cream treats extra.

**MASSAGE (LEGAL)** - A great way to relax. Good for the muscle tone and circulation.

**MASSAGE (ILLEGAL**) **–** Another great way to relax. Good for the muscle tone and circulation. Helps to relieve tension in ways that a legal massage can't. Often the mark of a desperate man.

**AMUSEMENT PARK –** For thrill-seekers and ride-junkies that aren't getting enough excitement having running gun battles with ninja Cyborgs.

**CONCERT TICKET –** Admits one to a live music or performance event.



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**CAR WASH –** When you don't want to wash your car yourself.

**ONE-WAY AIR TICKET, IN STATE –** No-frills airline travel. Triple cost for First Class.

**TWO-WAY AIR TICKET, IN STATE –** No-frills airline travel with a way back. Triple cost for First Class.

**ONE-WAY AIR TICKET, OUT OF STATE –** Not terribly comfortable, but fast. Five-times cost for First Class.

**TWO-WAY AIR TICKET, OUT OF STATE –** Out of state air travel with a return trip. Five-times cost for First Class.

**GARDENING –** A group of men with rakes and pitchforks that maintain the plant-life on your property.

**POOL CLEANING –** Swimming pools require a lot of care and attention to remain clean and pleasant. This is the service that handles that.

**BASIC CELL SERVICE –** Required to get your cell phone working. Gives you your number, your voice mail, and allows you to make phone and text calls. May include a basic cell phone free of charge if you sign up for a year or more in advance.

**IMPROVED CELL SERVICE –** Necessary to get the use out of camera phones. Includes image storage for camera phones, and face-to-face calling. May include a camera phone free of charge if you sign up for a year or more in advance.

**GREAT CELL SERVICE –** No limits, allows you to get the fullest function out of your phone. May allow your phone to be plugged into your computer via UPP to allow your phone to act as a wireless Broadband Modem.

**WATER UTILITIES –** Keeps water flowing into, and out of, your home.

**ELECTRICAL UTILITIES –** The only way to legally be connected to a city's power grid.

**HOME PHONE UTILITY –** Some people still maintain landlines. You can't beat the 911 services, and it's very useful in case your cell phone bill lapses.

**TRASH UTILITY –** Keeps people in big trucks coming by once or twice a week and taking your trash away.

**MAID SERVICE –** A group of people, who may or may not be in cute uniforms, come by your place, take out the trash, clean, dust, mop, and make the place presentable.

**INTERNET ACCESS –** Legal access to an Internet Service Provider, providing a connection to the net and world wide web.

**TECH SUPPORT –** Access via phone or internet to someone who knows more about your stuff than you do. Often staffed by people in another country with different attitudes about how important your stuff actually is.

**HDD MOVIE LIBRARY SERVICE –** Go online and select a list of movies, receive about 10 at a time. When you're done watching one, send it back and get another off of your list.

**FOOD, BAD QUALITY –** Just enough nutrients to keep you alive for a week. Often in fanciful colors and flavors, almost food-like.

**FOOD, POOR QUALITY –** Substances with more market-appeal than actual nutritional quality.

**FOOD, AVERAGE QUALITY –** Fruits, vegetables, breads, meats, and dairy products. Recognizable as food in any time period.

**FOOD, GOOD QUALITY –** High quality food stuffs, made with taste and nutrition in mind equally.

**GOOD, EXCELLENT QUALITY –** Luxury food items; the kind of stuff British Secret Agents are supposed to eat to keep their snobbishness up.

**TOILETRIES, POOR QUALITY –** Whatever is cheapest that week at the discount stores. Not particularly pleasant to use, but they keep you clean.

**TOILETRIES, AVERAGE QUALITY –** What you will find in the average bathroom. Keeps you clean and smelling good, good hygiene control.

**TOILETRIES, GOOD QUALITY –** Made with expensive perfumes and exfoliating skin lubricants. Makes you seem to glow. +1 to Styling when using them.

**CLEANING SUPPLIES, POOR –** Solvents and chemicals that take paint off as they remove stains, smell the place up, and kill housepets on sight.



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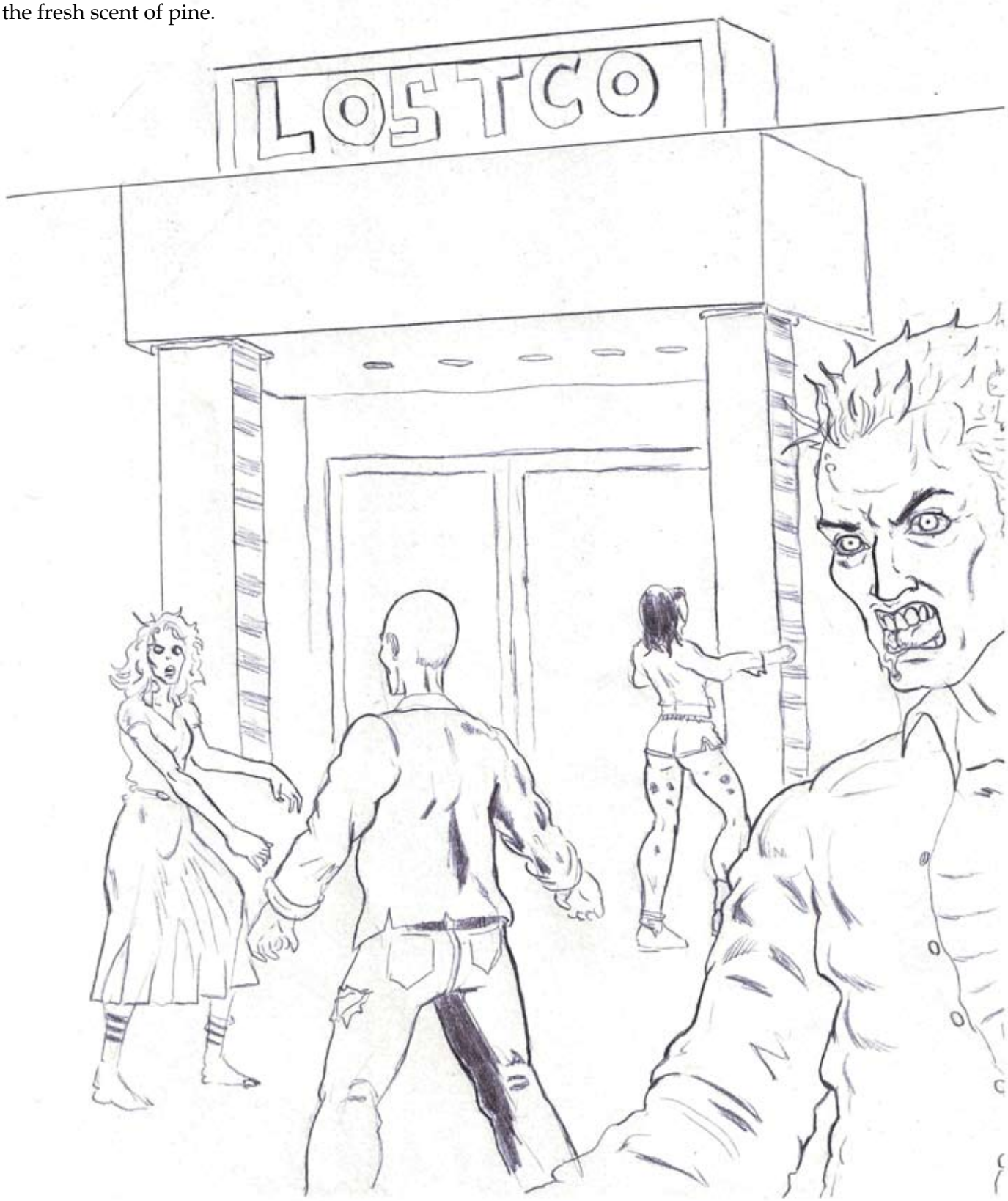
**CLEANING SUPPLIES, AVERAGE –** The common cleaning supplies. Works well on most messes in most homes. Doesn't smell the place up.

**CLEANING SUPPLIES, GOOD –** Cleans up any stain, any mess, any spill. Wipes away fingerprints and blood with only one application. Takes any mess, no matter how gruesome or alien, and leaves nothing but the fresh scent of pine.



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# VEHICLES

They get you from one place to another, they are status symbols, they can even be a deadly weapon. When a Character gets behind the wheel of their vehicle (or the handlebars of their vehicle, or their vehicle's joystick), they can go faster, carry more, and travel farther.

Buying a vehicle can be expensive and perhaps even traumatic. The cost listed for each vehicle is the cost to buy the vehicle outright. Most people finance their vehicles… if a character chooses to do this, follow this formula for how much they must pay, for how long.

If a character chooses to finance a vehicle and make payments, first multiply the cost of the vehicle by 1.75. Then, subtract the amount of the down payment the character makes (which must be at least 10% of the new total). Divide the remainder by either 36 (if the character wants to pay over three years ) or 48 (if the character wants to pay over four years). This is the amount of the monthly payment required to keep the vehicle.

If a character can pay the entire balance of their payments, they will own the vehicle free and clear. If the character misses a payment, they will need to make an additional payment as a late fee. If the character misses three payments, someone from the dealership will be along within a week or two in order to reposses the vehicle.

A vehicle can be purchased used for less than the listed cost. This is where The Deal comes into effect… the player tells the GM how much they want to pay, and the GM decides (secretly) exactly what would have to be wrong with the vehicle in order for it to be that cheap. It may be missing certain features (no radio, missing spare tire, lack of a steering wheel) or it may have reduced statistics (usually less DR or Shrugs). The GM can keep this information to themselves until such time as the Character runs afoul of the vehicle's faults, or the Character makes a successful roll on Perception plus Repair to discover what the faults are. (More on Repair below).

Of course, one can always simply steal a vehicle, or take it from a beaten bad guy. This can lead to its own problems, of course. Law enforcement takes a dim view of stealing vehicles, bad guys have buddies that might want the vehicle back, and then there's always maintenance and upkeep. *Caveat Emptor*, "let the buyer (or thief) beware."

Rich people, of course, rarely have to worry about such things. For every time that a character has the "Rich" Merit, they have an additional $10,000 for the purpose of purchasing Vehicles and Vehicle accessories.

Vehicles are listed by their generic name and type. Each vehicle has a Handling modifier, which is a modifier to the skill roll to operate the vehicle. Some vehicles are very easy to operate, with a lot of power systems for operating steering and brakes, others are difficult to operate, and must be fought into the right direction. Then, the vehicle's Damage Resistance is listed. This is an over-all Damage Resistance for the vehicle as a whole. Individual portions of the vehicle may (at the GM's option, as per The Deal) be less durable. Then there is the vehicle's Shrugs – the number of times the Vehicle can safely fail a Damage Resistance roll. When a Vehicle has zero Shrugs left, a failed Damage Resistance roll renders the Vehicle inoperable (cars stop, boats sink, aircraft plummet). If a Vehicle should take twice its number of Shrugs, it blows up in an explosion with a Damage equal to its Damage Resistance and a Radius equal to half of its Damage Resistance.

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After Shrugs is the Vehicle's Armor Shrugs – the number of Shrugs of Damage that the vehicle can ignore on each attack. This is usually due to the vehicle being exceptionally well built, or armor plated.

Then, there is the Vehicle's Top Speed. This is the maximum speed that the vehicle can attain. Characters MAY be able to exceed this speed by pushing the vehicle, but doing so usually damages the vehicle.
This is essentially the same thing as getting a "Burst of Speed" when running or jumping. To exceed a Vehicles' top speed, the character makes a roll against their Intelligence stat plus the skill for operating that vehicle.

On a successful roll, the Margin of Success for the roll is multiplied by ten. This is the amount of extra speed, in Miles per Hour, that the vehicle has attained. (For Jet Aircraft, the margin is multiplied by one hundred). Pushing the vehicle like this costs the Vehicle one Shrug.

On a critical success, EITHER the Margin of Success is multiplied by twenty (or two-hundred for Jet Aircraft) OR the vehicle does not lose a Shrug from being pushed.

On a failure, there is no extra burst of speed, but the vehicle also does not lose a Shrug.

On a critical failure, there is no extra burst of speed, and the vehicle DOES lose a Shrug to being mishandled.

An extra burst of speed lasts for one minute.

After the vehicles Top Speed, it's MPG/Fuel Capacity is listed. This is the Vehicle's mileage in Miles Per Gallon, and the number of gallons of fuel that the Vehicle is capable of holding. Multiplying the MPG by the Gallons that the vehicle can hold gives the total distance that the vehicle can move on a full tank of fuel.

After MPG/Fuel Capacity is the Crew. This is the number of people required to operate the vehicle. This is followed by the Passengers – the number of people that can be carried by the vehicle over and above the crew.

Then, the Cargo is listed. This is the amount (in weight) of additional material that the vehicle can hold. Cargo space CAN be used to carry additional passengers (by weight), but passengers carried n Cargo will be uncomfortable, not protected by the Vehicle's safety features, and in sealed vehicles (such a submarines or aircraft capable of travelling over 15,000 feet), passengers traveling in Cargo will not receive the benefits of the Vehicle's sealing (such as pressurization and oxygen). It isn't a good idea to keep people (that you like or need) in Cargo.

This is followed by the number of Hard Points that the vehicle has – the number of places that weapons can be safely attached to the vehicle.

Then, the Vehicle's Acceleration is listed – the amount of speed that the Vehicle can increase its speed by each turn, until it hits its Top Speed.

Deceleration isn't a statistic… Deceleration is a matter of how skillful the driver (or pilot) of the vehicle is. In a combat or stress situation, decelerating a sufficient amount to avoid a collision or catastrophe requires a successful roll against the driver's (or pilot's) Agility stat plus the appropriate Vehicle skill for operating that vehicle), plus or minus the Vehicle's Handling stat.

On a successful roll, the vehicle stops in time. On a critical success, the vehicle not only stops in time, but the next roll to operate the vehicle is at a bonus of +3.

On a failure, the vehicle has not stopped in time, and there will be a collision. See "Collisions" (page xx) to determine how much damage will be taken.

On a critical failure, all Damage from the collision is *doubled*. This is bad, regardless of what vehicle you may be in, and should be avoided at all costs.
These are the statistics common to all vehicles. Some vehicles will have more statistics than this.
Aircraft have two additional statistics… Max Altitude and Climb. The Maximum Altitude is the aircraft's Ceiling – the highest that it can safely be flown. It is possible to push the aircraft's Maximum Altitude, much the same way a vehicle can be pushed to exceed its Top Speed.

To exceed an aircraft's Max Altitude, the pilot rolls against their Agility stat plus the appropriate Vehicle



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skill. On a successful roll, the margin of success is multiplied by 1,000 (10,000 for Jet Aircraft). This amount, in feet, is added to the Maximum Altitude of the vehicle. This costs the vehicle one Shrug.

On a critical success, EITHER the margin of success is multiplied by 2,000 (20,000 for Jet Aircraft) OR the push does not cost the vehicle a Shrug.

On a failure, the vehicle can not exceed its Maximum Altitude.

On a critical failure, the aircraft has stalled out, and begins to fall. It will descend uncontrollably until the pilot can make a successful roll on their Agility stat plus the appropriate vehicle skill. They can make this roll once per turn.

The aircraft will lose 1,000 feet of altitude per turn. If the pilot can not regain control before the plane's altitude equals zero, the damage of the fall needs to be calculated (see Falling, page xx). This is bad.

If the pilot successfully pushes the Max Altitude, the increased altitude can be attained for one minute.

The Climb of an aircraft is the rate at which it can ascend. There is no stat for how fast an aircraft can descend… this is a matter of skill, again. In a combat or stress situation, the pilot can make rolls against their Agility stat plus the appropriate vehicle skill to descend as fast as 1,000 feet per turn – basically a controlled fall.

Submersible watercraft have two stats not shared by other vehicles… Crush Depth and Life Support Duration.

Crush Depth is the deepest depth that the craft can safely submerge to. This can be pushed – but this is a BAD idea. However, if you simply must attempt it…

…the pilot of a submersible vehicle rolls against their Intelligence stat plus the appropriate vehicle skill. If this roll is successful, the margin of success is multiplied by 1,000. This number, in feet, is the amount of additional depth that the submersible can be pushed to. This costs the submersible FIVE Shrugs, as water sprays from cracking seams and the whole vessel moans and shudders with the strain.

On a critical success, EITHER the margin of success is multiplied by 2,000, OR the push only costs the submersible one Shrug, rather than five.

On a failure, the submersible simply can not be pushed below its Crush Depth.

On a critical failure, the submersible travels below its Crush Depth, but it ruptures its ballast system. The submersible can no longer rise. It will take a roll against an engineer's Intelligence stat plus their Repair skill at a penalty of -5 in order to get the submarine to rise again. Making this roll takes five minutes (but more than one crew member can make the attempt – up to 10 crew can attempt the roll). In the meantime, there are other problems.

As the submersible continues to sink after its failed attempt to push its Crush Depth, it will need to make Damage Resistance rolls against the increasing pressure. Once every minute until the submersible can rise again, the submersible must make a roll against an Incoming Damage of 5 times the number of minutes that the submersible has been sinking. If the submersible should hit zero Shrugs and fail one more roll (or go straight past Zero Shrugs), the submersible has imploded, killing all aboard.

Successfully exceeding Crush Depth lasts for one minute. Failing to exceed Crush Depth can last a lifetime. Life Support Duration is the amount of time that the submersible vehicle can be submerged before it must surface to recharge its air supplies. This can not be exceeded.

Some vehicles have weapon systems included with their statistics. These statistics are identical to statistics to other weapons.

## REPAIRING YOUR VEHICLE

Vehicles wear down. Pushing a vehicle's capabilities is one way that a Vehicle takes Shrugs. Being involved in collisions or falls is another way, and being shot up or beaten with crowbars can also take their toll.

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Just the act of using a Vehicle is enough to damage it, though. For most vehicles, every 10,000 miles, times the Vehicle's number of Shrugs, that the vehicle travels, it will take one Shrug. This is normal wear and tear, it just happens. Note that this is 10,000 miles times the vehicle's *current* number of Shrugs – damage to the vehicle, even damage from normal wear and tear, reduces the distance that the vehicle can travel before it receives another Shrug of damage from wear and tear.

Some vehicles are "Hangar Queens." High performance Jet Aircraft and other high performance vehicles must undergo maintenance every time they are used. If a vehicle is a Hanger Queen, it takes a Shrug every time it returns from a mission, which must be repaired before it goes back out. It is possible to continue using the vehicle without the maintenance, but for every mission that it goes without its maintenance, its handling is reduced by 1. Should a Hangar Queen's handling reach -5, it will not move again until it is completely repaired.

With the appropriate tools, one can maintain one's vehicle. Doing so requires a roll against the Intelligence stat plus the Repair skill. One successful roll repairs one Shrug of damage. A critical success repairs all damage. A failure repairs no damage at all, and a critical failure does an additional Shrug of damage to the vehicle.

Repairing one Shrug of damage costs 2% of the vehicle's listed cost per Shrug restored in materials and parts. On a failure of the Repair roll, the materials are still available and can be re-used. On a critical failure, the materials and parts have been destroyed, and must be purchased again, along with the additional materials and parts to restore the additional Shrug of damage.

It takes one man/day of effort to do up to $5,000.00 worth of repair, and an additional man/day of effort for each additional $5,000.00 worth of repair.

Modifying and Fabricating your own vehicles is a more complicated matter, which is covered in Appendix 9: "Modifying and Fabrication of Your Own Vehicles."

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# VEHICLES

| RACING MOTORCYCLE | | |
|---|---|---|
| Handling | +3 | **Description:** |
| Damage Resistance | 20 | A small, light motorcycle designed strictly for speed. Good for racing, on the track or on the street. Often called a "Crotch Rocket," these motorcycles are the dangerous things that everyone's mother has warned them about. |
| Material Shrugs | 4 | |
| Armor Shrugs | 1 | |
| Top Speed | 200 mph | |
| MPG/Fuel Capacity | 50mpg / 5 gallons | |
| Crew | 1 Driver | |
| Passengers | 1 Passenger | |
| Cargo | 10 lbs | |
| Hard Points | 2 | |
| Acceleration | 50 mph per turn | |
| Cost | $8,000.00 | |

| DIRT MOTORCYCLE | | |
|---|---|---|
| Handling | +2 | **Description:** |
| Damage Resistance | 18 | Durable and quick, these motorcycles are used on dirt tracks and for off-road riding. Often used for Extreme Sports performances. |
| Material Shrugs | 3 | |
| Armor Shrugs | 1 | |
| Top Speed | 100 mph | |
| MPG/Fuel Capacity | 50mpg / 5 gallons | |
| Crew | 1 Driver | |
| Passengers | 1 Passenger | |
| Cargo | 10 lbs | |
| Hard Points | 2 | |
| Acceleration | 50 mph per turn | |
| Cost | $5,000.00 | |

| TOURING MOTORCYCLE | | |
|---|---|---|
| Handling | +1 | **Description:** |
| Damage Resistance | 22 | A big honkin' motorcycle, more stable than sports models with enhanced cargo capacity. Good for long distance travel. |
| Material Shrugs | 5 | |
| Armor Shrugs | 1 | |
| Top Speed | 130 mph | |
| MPG/Fuel Capacity | 50mpg / 5 gallons | |
| Crew | 1 Driver | |
| Passengers | 1 Passenger | |
| Cargo | 30 lbs | |
| Hard Points | 2 | |
| Acceleration | 50 mph per turn | |
| Cost | $8,000.00 | |



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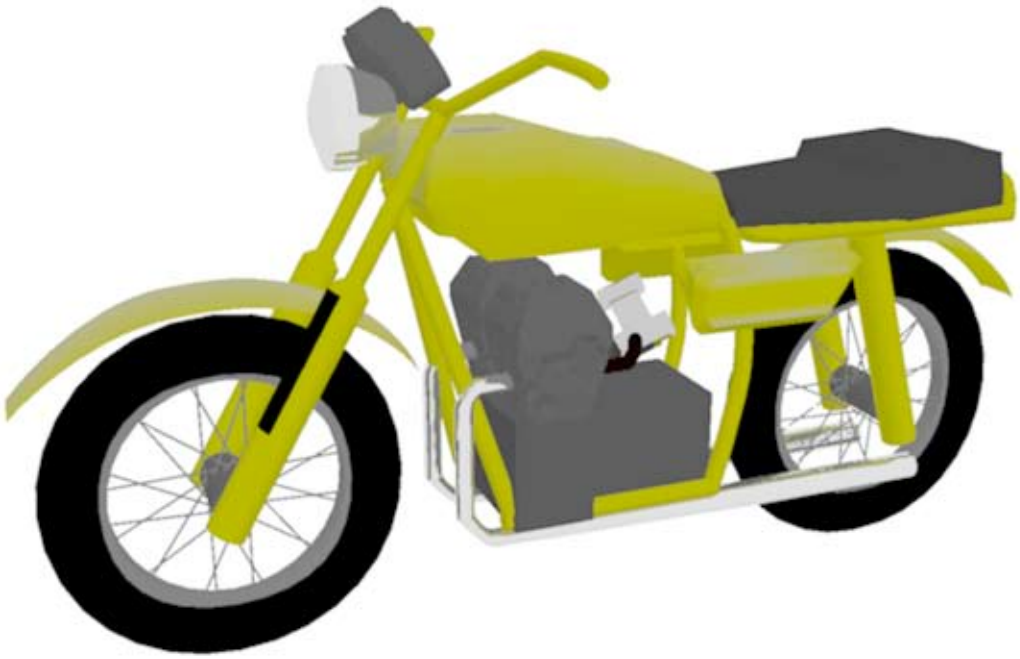
| HEAVY MOTORCYCLE | | |
|---|---|---|
| Handling | +1 | **Description:** |
| Damage Resistance | 20 | |
| Material Shrugs | 6 | The standard of the American road, the big ol' motorcycle used by ex-military and motorcycle gangs alike. Powerful, fast, and durable, these motorcycles are a force of history. |
| Armor Shrugs | 1 | |
| Top Speed | 110 mph | |
| MPG/Fuel Capacity | 50mpg / 5 gallons | |
| Crew | 1 Driver | |
| Passengers | 1 Passenger | |
| Cargo | 10 lbs | |
| Hard Points | 2 | |
| Acceleration | 50 mph per turn | |
| Cost | $8,000.00 | |



| SPORTS CAR | | |
|---|---|---|
| Handling | +2 | **Description**: |
| Damage Resistance | 25 | |
| Material Shrugs | 9 | Little, fast, and often red. Made to go fast and to look like they go fast. Good for road racing, drifting, and looking really, really cool (+1 to Styling rolls while inside this car). |
| Armor Shrugs | 0 | |
| Top Speed | 140 mph | |
| MPG/Fuel Capacity | 25 mpg / 10 gallons | |
| Crew | 1 Driver | |
| Passengers | 3 | |
| Cargo | 150 lbs | |
| Hard Points | 4 | |
| Acceleration | 35 mph per turn | |
| Cost | $30,000.00 | |



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| SEDAN | | |
|---|---|---|
| Handling | +1 | **Description**: |
| Damage Resistance | 25 | Stable and comfortable family transportation. One doesn't need much more than this to get around, and they can even be pushed to some pretty extreme stunts – once or twice. |
| Material Shrugs | 9 | |
| Armor Shrugs | 1 | |
| Top Speed | 120 mph | |
| MPG/Fuel Capacity | 25 mpg / 10 gallons | |
| Crew | 1 Driver | |
| Passengers | 3 | |
| Cargo | 150 lbs | |
| Hard Points | 4 | |
| Acceleration | 35 mph per turn | |
| Cost | $20,000.00 | |

| LUXURY CAR | | |
|---|---|---|
| Handling | +2 | **Description**: |
| Damage Resistance | 24 | As much a status symbol as transportation. These big heavy cars come standard with the best possible sound system, GPS, ridiculously comfortable seating, and people who want to be your friend just because you're driving it. |
| Material Shrugs | 10 | |
| Armor Shrugs | 1 | |
| Top Speed | 130 mph | |
| MPG/Fuel Capacity | 25 mpg / 10 gallons | |
| Crew | 1 Driver | |
| Passengers | 3 | |
| Cargo | 150 lbs | |
| Hard Points | 4 | |
| Acceleration | 35 mph per turn | |
| Cost | $50,000.00 | |

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| LIMOSINE | | |
|---|---|---|
| Handling | -1 | **Description**: |
| Damage Resistance | 25 | |
| Material Shrugs | 10 | Luxury on four wheels. Not easy to drive due to its extended length and heavier weight. Filled with luxury fixings, one does not drive one's self in a limosine. One has a chauffeur drive them around. A chauffeur can be hired for $150.00 to $500.00 a day, depending on their level of skill and class. |
| Armor Shrugs | 1 | |
| Top Speed | 100 mph | |
| MPG/Fuel Capacity | 25 mpg / 10 gallons | |
| Crew | 1 Driver | |
| Passengers | 6 | |
| Cargo | 200 lbs | |
| Hard Points | 4 | |
| Acceleration | 35 mph per turn | |
| Cost | $75,000.00 | |

| SPORT UTILITY VEHICLE | | |
|---|---|---|
| Handling | +1 | **Description**: |
| Damage Resistance | 25 | |
| Material Shrugs | 10 | Roomy, durable, comfortable, and hard to park. Gets rotten gas mileage. Useful for driving out into the country, but few owners ever take it off –road. |
| Armor Shrugs | 0 | |
| Top Speed | 100 mph | |
| MPG/Fuel Capacity | 20 mpg / 15 gallons | |
| Crew | 1 Driver | |
| Passengers | 4 | |
| Cargo | 300 lbs | |
| Hard Points | 5 | |
| Acceleration | 30 mph per turn | |
| Cost | $25,000.00 | |

| PICK-UP TRUCK | | |
|---|---|---|
| Handling | +1 | **Description**: |
| Damage Resistance | 26 | |
| Material Shrugs | 12 | The perennial favorite for hauling stuff around. Owning a pickup truck is a sure way to get a lot of friends, all of whom need a lot of stuff moved. |
| Armor Shrugs | 0 | |
| Top Speed | 95 mph | |
| MPG/Fuel Capacity | 25 mpg / 10 gallons | |
| Crew | 1 Driver | |
| Passengers | 1 ½ | |
| Cargo | 1,000 lbs | |
| Hard Points | 3 | |
| Acceleration | 30 mph per turn | |
| Cost | $15,000.00 | |



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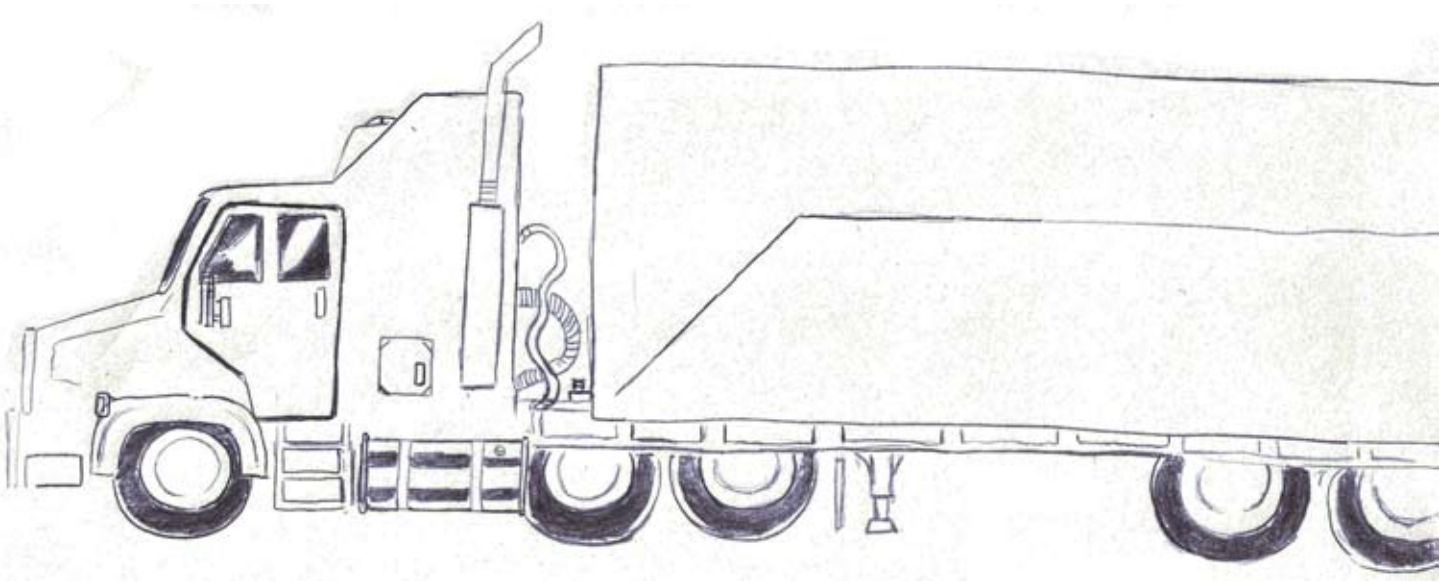
| BIG RIG (W/ Trailer) | | |
|---|---|---|
| Handling | +0 | **Description**:<br><br>The 18-wheeler, the truck that the world relies on in order to get their cargos from one place to another along the road. Can drive through just about anything. |
| Damage Resistance | 28 | |
| Material Shrugs | 16 | |
| Armor Shrugs | 2 | |
| Top Speed | 100 mph | |
| MPG/Fuel Capacity | 5 mpg / 10 gallons | |
| Crew | 1 Driver | |
| Passengers | 1 | |
| Cargo | 30 tons | |
| Hard Points | 8 | |
| Acceleration | 10 mph per turn | |
| Cost | $40,000.00 | |



| NEWS HELICOPTER | | |
|---|---|---|
| Handling | +1 | **Description**:<br><br>The Eye in the Sky. Every good news station has at least one, most have several. Includes a good camera and the transmitting equipment to send news footage back to the station. |
| Damage Resistance | 25 | |
| Material Shrugs | 10 | |
| Armor Shrugs | 0 | |
| Top Speed | 150 mph | |
| MPG/Fuel Capacity | 10 mpg / 35 gallons | |
| Crew | 1 pilot, 1 co-pilot | |
| Passengers | 4 | |
| Cargo | 500 lbs | |
| Hard Points | 2 | |
| Acceleration | 10 mph per turn | |
| Max Altitude | 15,000 feet | |
| Climb | 20 feet per turn | |
| Cost | $75,000.00 | |



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| POLICE HELICOPTER | | |
|---|---|---|
| Handling | +2 | **Description**: |
| Damage Resistance | 26 | A more durable version of the copters used by news stations. Most police departments will have at least two for following pursuits, and spotting suspects. Equipped with a powerful searchlight, these "Ghetto Birds" in the air are a sure sign that there is trouble in an area. |
| Material Shrugs | 12 | |
| Armor Shrugs | 1 | |
| Top Speed | 150 mph | |
| MPG/Fuel Capacity | 10 mpg / 35 gallons | |
| Crew | 1 pilot, 1 co-pilot | |
| Passengers | 4 | |
| Cargo | 500 lbs | |
| Hard Points | 2 | |
| Acceleration | 10 mph per turn | |
| Max Altitude | 15,000 feet | |
| Climb | 20 feet per turn | |
| Cost | $100,000.00 | |

| RESCUE HELICOPTER | | |
|---|---|---|
| Handling | +2 | **Description**: |
| Damage Resistance | 25 | Maintained by the Coast Guard and other rescue agencies, these helicopters are equipped for land or water landings, and a powerful winch for lowering and lifting rescue workers and accident victims. |
| Material Shrugs | 10 | |
| Armor Shrugs | 1 | |
| Top Speed | 150 mph | |
| MPG/Fuel Capacity | 10 mpg / 35 gallons | |
| Crew | 1 pilot, 1 co-pilot | |
| Passengers | 6 | |
| Cargo | 800 lbs | |
| Hard Points | 3 | |
| Acceleration | 10 mph per turn | |
| Max Altitude | 15,000 feet | |
| Climb | 20 feet per turn | |
| Cost | $250,000.00 | |

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## ATTACK HELICOPTER

| | |
|---|---|
| Handling | +3 |
| Damage Resistance | 30 |
| Material Shrugs | 14 |
| Armor Shrugs | 3 |
| Top Speed | 220 mph |
| MPG/Fuel Capacity | 10 mpg / 35 gallons |
| Crew | 1 pilot, 1 co-pilot |
| Passengers | 0 |
| Cargo | 250 lbs |
| Hard Points | 5 |
| Acceleration | 10 mph per turn |
| Max Altitude | 20,000 feet |
| Climb | 40 feet per turn |
| Cost | $20,000,000.00 |

### Description:

Fast and deadly, these helicopters are often fitted with an assortment of weapons. Designed as stable airborne firing platforms capable of bringing heat and fear into a battle. A Hangar Queen.

**WEAPONS**

| Weapon | Acc | Dam | Range | Shots | AP | DR | Shrugs | Notes |
|---|---|---|---|---|---|---|---|---|
| .50 Auto Cannon | +5 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | |
| Rocket Pod Left | +2 | 35 | 500 feet | 20 | 0 | 20 | 1 | Radius 10′ |
| Rocket Pod Right | +2 | 35 | 500 feet | 20 | 0 | 20 | 1 | Radius 10′ |
| Missile 1 | +3 | 45 | 1 mile | 1 | 3 | 20 | 2 | Anti Tank |
| Missile 2 | +3 | 45 | 1 mile | 1 | 3 | 20 | 2 | Anti Tank |
| Missile 3 | +3 | 45 | 1 mile | 1 | 3 | 20 | 2 | Anti Tank |
| Missile 4 | +3 | 45 | 1 mile | 1 | 3 | 20 | 2 | Anti Tank |

* Shots for the Auto Cannon refers to the number of bursts, not the number of bullets.

## ULTRA LIGHT PLANE

| | |
|---|---|
| Handling | +3 |
| Damage Resistance | 15 |
| Material Shrugs | 2 |
| Armor Shrugs | 0 |
| Top Speed | 105 mph |
| MPG/Fuel Capacity | 40 mpg / 4 gallons |
| Crew | 1 pilot |
| Passengers | 0 |
| Cargo | 50 lbs |
| Hard Points | 1 |
| Acceleration | 35 mph per turn |
| Max Altitude | 8,000 feet |
| Climb | 40 feet per turn |
| Cost | $5,000.00 |

### Description:

Fabric, a light frame, and a small engine with a propeller. Useful for Extreme Sports and quick thrills. Theoretically, one can cross a city above traffic with one, but landing and parking them would be somewhat difficult.



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| SINGLE PROP COMMERCIAL PLANE | | |
|---|---|---|
| Handling | +1 | **Description**: |
| Damage Resistance | 20 | A small aircraft, used by piloting enthusiasts. Good for cross-country travel, popular with pilots on vacation. |
| Material Shrugs | 8 | |
| Armor Shrugs | 0 | |
| Top Speed | 120 mph | |
| MPG/Fuel Capacity | 10 mpg / 30 gallons | |
| Crew | 1 pilot, 1 co-pilot | |
| Passengers | 2 | |
| Cargo | 300 lbs | |
| Hard Points | 2 | |
| Acceleration | 30 mph per turn | |
| Cost | $30,000.00 | |

| MULTI-PROP PASSENGER PLANE | | |
|---|---|---|
| Handling | +0 | **Description**: |
| Damage Resistance | 24 | Obsolete, but with a nostalgic following. Good for going places while an animated red arrow moves along a map behind you. |
| Material Shrugs | 12 | |
| Armor Shrugs | 1 | |
| Top Speed | 320 mph | |
| MPG/Fuel Capacity | 4 mpg / 1,000 gallons | |
| Crew | 1 pilot, 1 co-pilot, 1 Navigator | |
| Passengers | 52 | |
| Cargo | 12 Tons | |
| Hard Points | 6 | |
| Acceleration | 50 mph per turn | |
| Max Altitude | 35,000 feet | |
| Climb | 1,120 feet / minute | |
| Cost | $10,000,000.00 | |



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## CIVILIAN PROP-DRIVEN CARGO PLANE

| | |
|---|---|
| Handling | +0 |
| Damage Resistance | 22 |
| Material Shrugs | 12 |
| Armor Shrugs | 1 |
| Top Speed | 320 mph |
| MPG/Fuel Capacity | 4 mpg / 1,000 gallons |
| Crew | 1 pilot, 1 co-pilot, 1 Navigator |
| Passengers | 30 |
| Cargo | 30 Tons |
| Hard Points | 6 |
| Acceleration | 50 mph per turn |
| Max Altitude | 35,000 feet |
| Climb | 1,120 feet / minute |
| Cost | $5,500,000.00 |

**Description**:

Still a powerful workhorse for many commercial organizations. Can deliver (or drop) a ridiculous amount of cargo to remote and needy areas.

## MILITARY PROP-DRIVEN CARGO PLANE

| | |
|---|---|
| Handling | +0 |
| Damage Resistance | 25 |
| Material Shrugs | 16 |
| Armor Shrugs | 2 |
| Top Speed | 320 mph |
| MPG/Fuel Capacity | 4 mpg / 1,000 gallons |
| Crew | 1 pilot, 1 co-pilot, 1 Navigator |
| Passengers | 30 |
| Cargo | 30 Tons |
| Hard Points | 6 |
| Acceleration | 50 mph per turn |
| Max Altitude | 35,000 feet |
| Climb | 1,120 feet / minute |
| Cost | $7,500,000.00 |

**Description**:

Still a powerful workhorse for many military organizations. Can deliver (or drop) a ridiculous amount of cargo to remote and needy areas. Its armaments make it handy for aerial fire support.

WEAPONS

| Weapon | Acc | Dam | Range | Shots | AP | DR | Shrugs | Notes |
|---|---|---|---|---|---|---|---|---|
| .50 Auto Cannon 1 | +3 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | Right Side |
| .50 Auto Cannon 2 | +3 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | Left Side |
| Howitzer Right | +2 | 50 | 2,000 feet | 1 | 5 | 30 | 3 | Radius 25′ |
| Howitzer Left | +2 | 50 | 2,000 feet | 1 | 5 | 30 | 3 | Radius 25′ |

* Shots for the Auto Cannon refers to the number of bursts, not the number of bullets.

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## PRIVATE JET

| | |
|---|---|
| Handling | +2 |
| Damage Resistance | 25 |
| Material Shrugs | 10 |
| Armor Shrugs | 1 |
| Top Speed | 545 mph |
| MPG/Fuel Capacity | 4 mpg / 650 gallons |
| Crew | 1 pilot, 1 co-pilot |
| Passengers | 10 |
| Cargo | 1 Ton |
| Hard Points | 6 |
| Acceleration | 250 mph per turn |
| Max Altitude | 31,000 feet |
| Climb | 6,800 feet / minute |
| Cost | $10,00,000.00 |

**Description**:

The ultimate in personal transportation luxury. A private jet with lots of personal amenities and an opulent, comfortable interior. A toy for the rich and famous.

## BUDGET JET FIGHTER

| | |
|---|---|
| Handling | +1 |
| Damage Resistance | 22 |
| Material Shrugs | 10 |
| Armor Shrugs | 1 |
| Top Speed | Mach 1.4 |
| MPG/Fuel Capacity | 1.3 mpg / 677 gallons |
| Crew | 1 pilot |
| Passengers | 0 |
| Cargo | 0 |
| Hard Points | 5 |
| Acceleration | 200 mph per turn |
| Max Altitude | 52,000 feet |
| Climb | 2,833 feet / turn |
| Cost | $30,00,000.00 |

**Description**:

Small countries can always get a fighter or two from military surplus or companies producing knock-offs of more expensive and powerful fighters. Has all the radar and ejection seats you could need. Has enough guns to defend itself, and a couple of bombs to keep your neighbors honest. A Hangar Queen.

WEAPONS

| Weapon | Acc | Dam | Range | Shots | AP | DR | Shrugs | Notes |
|---|---|---|---|---|---|---|---|---|
| .50 Auto Cannon | +2 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | |
| Lite Missile 1 | +3 | 35 | 10 miles | 1 | 3 | 20 | 1 | Radius 10′ |
| Lite Missile 2 | +3 | 35 | 10 miles | 1 | 3 | 20 | 1 | Radius 10′ |
| Lite Missile 3 | +3 | 35 | 10 miles | 1 | 3 | 20 | 1 | Radius 10′ |
| Lite Missile 4 | +3 | 35 | 10 miles | 1 | 3 | 20 | 1 | Radius 10′ |
| Bomb 1 | +0 | 40 | Plummet | 1 | 5 | 25 | 2 | Radius 20′ |
| Bomb 2 | +0 | 40 | Plummet | 1 | 5 | 25 | 2 | Radius 20′ |

* Shots for the Auto Cannon refers to the number of bursts, not the number of bullets.



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| JUMBO JET | | |
|---|---|---|
| Handling | +0 | **Description**: |
| Damage Resistance | 26 | |
| Material Shrugs | 18 | Still the safest way to travel, statistically speaking. Has an area for first class passengers, an area for business travelers, and an area that makes you want to kill yourself, full of crying babies and really, really heavy people with no concept that you might have personal space. (Note: Guess which section the author usually flies in!) |
| Armor Shrugs | 1 | |
| Top Speed | 608 mph | |
| MPG/Fuel Capacity | 2.3 mpg /3,000 gallons | |
| Crew | 1 pilot, 1 co-pilot, Navigator, Engineer | |
| Passengers | 350 | |
| Cargo | 2 Tons | |
| Hard Points | 7 | |
| Acceleration | 100 mph per turn | |
| Max Altitude | 45,000 feet | |
| Climb | 4,167 feet / turn | |
| Cost | $20,00,000.00 | |

| INFLATABLE RAFT W/OUTBOARD MOTOR | | |
|---|---|---|
| Handling | +0 | **Description**: |
| Damage Resistance | 15 | |
| Material Shrugs | 2 | Still used by military organizations throughout the world. Easy to acquire from sporting goods stores and military surplus stores. Good for a rafting trip along some rapids or a night-time assault on aquatic ninjas. Heck, with the proper planning, you can do both! |
| Armor Shrugs | 0 | |
| Top Speed | 30 mph (15 knots) | |
| MPG/Fuel Capacity | 15 mpg / 10 gallons | |
| Crew | 1 Pilot | |
| Passengers | 5 | |
| Cargo | 200 lbs | |
| Hard Points | 2 | |
| Acceleration | 5 mph per turn | |
| Cost | $2,000.00 | |



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| ROWBOAT | | |
|---|---|---|
| Handling | +0 | **Description**: |
| Damage Resistance | 18 | A place to sit on a thing that floats. Comes equipped with two oars for rowing. The engine is only as good as the person sitting in the middle. |
| Material Shrugs | 4 | |
| Armor Shrugs | 0 | |
| Top Speed | Str x2 mph | |
| MPG/Fuel Capacity | Muscle Powered | |
| Crew | 1 Pilot | |
| Passengers | 3 | |
| Cargo | 300 lbs | |
| Hard Points | 2 | |
| Acceleration | ½ Str in mph per turn | |
| Cost | $1,000.00 | |

| SPEED BOAT | | |
|---|---|---|
| Handling | +2 | Description: |
| Damage Resistance | 16 | Fast and dangerous; the kind of boat your mother warned you about. Good for really, really loud getaways. |
| Material Shrugs | 2 | |
| Armor Shrugs | 0 | |
| Top Speed | 200 mph (100 knots) | |
| MPG/Fuel Capacity | 10 mpg / 30 gallons | |
| Crew | 1 Pilot | |
| Passengers | 2 | |
| Cargo | 50 | |
| Hard Points | 2 | |
| Acceleration | 35 mph per turn | |
| Cost | $125,000.00 | |

| HOUSE BOAT | | |
|---|---|---|
| Handling | +0 | **Description**: |
| Damage Resistance | 20 | Can often be rented for a week or two at a time ($300 a week is not uncommon). With a slip rental at a Marina, can be an actual home. Also good for lake vacations. |
| Material Shrugs | 4 | |
| Armor Shrugs | 0 | |
| Top Speed | 20 mph (10 knots) | |
| MPG/Fuel Capacity | 7 mpg / 50 gallons | |
| Crew | 1 Pilot | |
| Passengers | 14 | |
| Cargo | 1,000 lbs | |
| Hard Points | 5 | |
| Acceleration | 1 mph per turn | |
| Cost | $100,000.00 | |



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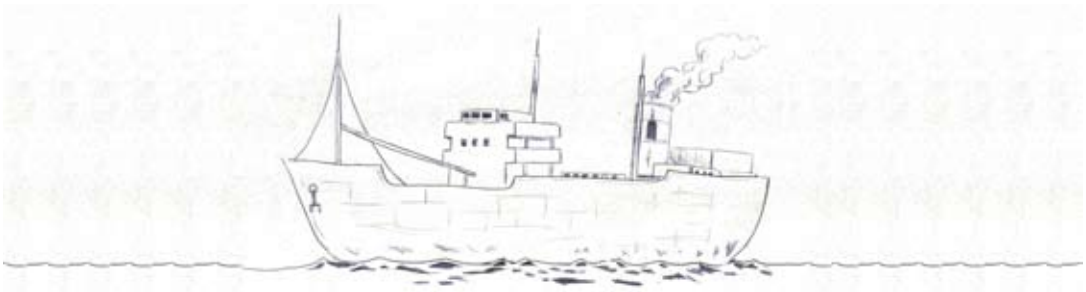
## TRAMP FREIGHTER

| | |
|---|---|
| Handling | +0 |
| Damage Resistance | 40 |
| Material Shrugs | 30 |
| Armor Shrugs | 10 |
| Top Speed | 40 mph (20 knots) |
| MPG/Fuel Capacity | 10 mpg / 10,000 gallons |
| Crew | 5 |
| Passengers | 100 |
| Cargo | 50 Tons |
| Hard Points | 10 |
| Acceleration | 4 mph per turn |
| Cost | $50,000,000.00 |

**Description**:

The good kind of "Big Steamer." Doesn't take much crew to run, but the loading, unloading, and care of cargo requires a fairly large number of "passengers."



## MILITARY SURPLUS AIRCRAFT CARRIER

| | |
|---|---|
| Handling | +0 |
| Damage Resistance | 40 |
| Material Shrugs | 50 |
| Armor Shrugs | 10 |
| Top Speed | 75 mph (37 knots) |
| MPG/Fuel Capacity | 5 mpg / 40,000 gallons |
| Crew | 300 |
| Passengers | 1,000 |
| Cargo | 200 Tons |
| Hard Points | 20 |
| Acceleration | 5 mph per turn |
| Cost | $300,000,000.00 |

**Description**:

For the man who has everything. Surplus from a large navy, these floating cities have everything needed to keep a small fleet of jet fighters active. If you have a ridiculous amount of money, you can have one of these stripped-down beauties. The heavy weapons have been stripped off, but it retains enough for self-defense. The upkeep can be pretty expensive, though.

WEAPONS

| Weapon | Acc | Dam | Range | Shots | AP | DR | Shrugs | Notes |
|---|---|---|---|---|---|---|---|---|
| .50 Auto Cannon 1 | +1 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | Fore Starboard |
| .50 Auto Cannon 2 | +1 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | Aft Starboard |
| .50 Auto Cannon 3 | +1 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | Fore Port |
| .50 Auto Cannon 4 | +1 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | Aft Port |
| Missile 1 | +3 | 45 | 10 mile | 1 | 3 | 20 | 2 | |
| Missile 2 | +3 | 45 | 10 mile | 1 | 3 | 20 | 2 | |
| Missile 3 | +3 | 45 | 10 mile | 1 | 3 | 20 | 2 | |
| Missile 4 | +3 | 45 | 10 mile | 1 | 3 | 20 | 2 | |

*** Shots for the Auto Cannon refers to the number of bursts, not the number of bullets.**



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## TWO MAN DRY SUB

| | |
|---|---|
| Handling | +0 |
| Damage Resistance | 35 |
| Material Shrugs | 12 |
| Armor Shrugs | 8 |
| Top Speed | 50 mph (25 knots) |
| MPG/Fuel Capacity | 5 mpg / 20 gallons |
| Crew | 2 |
| Passengers | 0 |
| Cargo | 100 lbs |
| Hard Points | 2 |
| Acceleration | 3 mph per turn |
| Crush Depth | 1,600 feet |
| Life Support Duration | 6 Hours |
| Cost | $85,000.00 |

Description:

Submarine for exploration and recreational submersion. Equipped with rudimentary manipulators for picking up samples under water. Can be used for doing repairs on underwater structures (at -2 to the Repair skill).

## NUCLEAR SUBMARINE

| | |
|---|---|
| Handling | -1 |
| Damage Resistance | 45 |
| Material Shrugs | 22 |
| Armor Shrugs | 14 |
| Top Speed | 150 mph (75 knots) |
| MPG/Fuel Capacity | Nuclear (Unlimited) |
| Crew | 40 |
| Passengers | 120 |
| Cargo | 20 Tons |
| Hard Points | 17 |
| Acceleration | 50 mph per turn |
| Crush Depth | 2,400 feet |
| Life Support Duration | 6 Months |
| Cost | $100,000,000.00 |

**Description**:

For times when you need to get a lot of people somewhere quickly without anyone knowing. Most applications of this vehicle are strictly military, but they sure are cool, aren't they?

WEAPONS

| Weapon | Acc | Dam | Range | Shots | AP | DR | Shrugs | Notes |
|---|---|---|---|---|---|---|---|---|
| .50 Auto Cannon | +5 | 40 | 1,000 feet | 10* | 5 | 25 | 2 | |
| Anti-Ship Torpedo | +4 | 55 | 5 miles | 30 | 5 | 25 | 3 | Radius 15′ |
| Cruise Missile (Conventional) | +5 | 75 | 500 miles | 10 | 5 | 20 | 2 | Radius 25′ |
| Cruise Missile (Nuclear) | +5 | 100 | 500 miles | 5 | 10 | 25 | 2 | Radius 1,305′ |
| Ballistic Missile (Nuclear) | +5 | 100 | 2,000 miles | 12 | 10 | 30 | 4 | Radius 5,000′ |



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# VEHICLE ACCESSORIES

Vehicles are good to have, but to keep a vehicle operating, and doing what you need it to do, additional equipment might be required.

Vehicle accessories include the fuel to keep the vehicle moving, the fees for hiring a mechanic to maintain or repair a vehicle, and all of the wonderful extras that can be added to a vehicle to get it to do things that you want the vehicle to do, from seeing in the dark to feeding its passengers.

Some of these accessories are clearly meant for a specific vehicle, but with a little creativity, they can be applied to just about any vehicle. True, saddlebags are most useful on a motorcycle, but we're not going to tell you that you can't put them on a jet fighter.

Vehicle accessories are listed by their name, their cost, and notes listing their capabilities and bonuses, if any. If an accessory is meant for a specific type of vehicle, the type of vehicle is generally listed in the name.

The listed cost of the accessory does not include the maintenance cost of installation. If you are purchasing a vehicle that already has the accessory installed, the cost is as listed. If the accessory is being added aftermarket, add 40% to the cost for the labor. It can take a body shop or aircraft hangar anywhere from 24 hours to 2 weeks to add an accessory to a vehicle.

## Repairing, Modifying, and Fabricating Your Own Vehicle Accessories

When a vehicle is fully repaired, it is assumed that its accessories are repaired as well. If an accessory itself has Shrugs, it can be damaged separately from the vehicle it is attached to. The rules for repairing vehicles can be applied to repairing a damaged accessory.

There is a limited value to modifying an accessory. If an accessory can have a higher value in DR, Shrugs, or bonus, this is reflected in the costs of the accessory and the fact that it can be purchased more than once.

Making a given accessory do more than it is normally capable of is usually better accomplished by simply purchasing a second accessory that has the additional function.

If a player comes up with a particularly good idea, the Deal comes into full effect. The player can outline to the GM what they want the modified accessory to do. If the GM finds this reasonable and acceptable, the GM will give the player the amount that the modification will cost (anywhere from 10% of the accessory's cost to 500% of the accessory's cost, depending on how much of an improvement the player is looking for). As with any Deal, the GM can simply say "No" to a modification that seems unreasonable.

For Example: *Bob's player wants to modify a Weapon Mount on his sports car so that it holds two machine guns instead of one, linked to fire simultaneously. The GM doesn't think this sounds too unreasonable, so he tells Bob's player that the cost to modify this will be an additional 50% of the Vehicle Mount's cost.*

*Bob's player, feeling lucky, then says that he wants the car's Targeting Computer to be a full Artificial Intelligence that can control all of the car's system and tell him when he shouldn't use the Turbo Boost feature. The GM shakes his head, and says "No budget Knight Industries Two Thousand for you."*

A character can also build their own vehicle accessories. This requires a successful roll on the Intelligence stat plus the Fabrication skill, which both builds and installs the accessory. It costs 40% of the accessory's listed cost to build and install the accessory. It also takes one man/day for each $500.00 of the original cost of the accessory. Having the appropriate tool set for the vehicle which is having the accessory added helps a great deal – without the appropriate tool kit, the effort is at a -2.

It can be a very satisfying experience for a vehicle owner to "trick out" their ride with hand-built accessories, which eats up money and weekends.



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# Vehicle Accessories

| Accessory | Cost | Notes |
|---|---|---|
| Gasoline (Automotive Fuel) | $6.00 | Cost per gallon |
| Helicopter Fuel | $10.00 | Cost per gallon |
| Aircraft Fuel | $40.00 | Cost per gallon |
| Jet Fuel | $80.00 | Cost per gallon |
| Marine Fuel | $60.00 | Cost per gallon |
| Repair/Maintenance | $150.00 | Cost per man/day |
| Side Car | $450.00 | Carries additional passenger, takes up one hard point – DR 16, 1 Shrug |
| Saddle Bags | $100.00 | Carries additional 50 lbs of Cargo. DR 15, 1 Shrug |
| Hard Storage Case | $200.00 | Carries additional 75 lbs of Cargo. DR 18, 2 Shrugs |
| Pickup Hard Cover | $1,000.00 | Hard cover for a Pickup Truck bed, converts the back of a Pickup Truck into a camper. DR 16, 1 Shrug |
| Nitrous Booster | $400.00 | Gives a one-time boost of +40 to a vehicle's Top Speed which lasts six turns. Does one Shrug of damage to the vehicle when used. |
| Cup Holder | $5.00 | 4 are included with all cars and SUVs. |
| Sun Shades | $15.00 | Keeps the sun off of your instruments and controls while the vehicle is parked. Folds to a very small size for storage while driving/piloting. |
| Emergency Kit | $75.00 | A better jack, road flares (10), collapsible gasoline can, tire sealant (1 can, fixes 1 flat temporarily) |
| Survival Kit | $25.00 | Emergency rations for one person for one week, includes food and water. Mylar survival blanket, and compass. |
| High End Sound System | $550.00 | As per Advanced Sound System, but includes Satellite radio and twice as many speakers |
| Video Player | $200.00 | Mounted HDD player with small screen and headphone jack |
| Entertainment System | $350.00 | Per Seat. Adds a small screen HDD player with Headset Jack to the seat. |
| GPS System | $150.00 | Satellite location and navigation system, +3 to Navigation skill |
| Service Transponder | $400.00 | Contact a service company (subscription required). Included in luxury cars and limousines |
| Transponder Service | $75.00 | Cost per month. Directions, emergency assistance, concierge services |
| Luxury Fittings | $350.00 | Per Passenger. High fashion and comfort for the very wealthy. |
| Paint Job | $10.00 | Per 1 DR of vehicle. Can be used to make the vehicle appear different, good for avoiding detection of a stolen vehicle. |
| Custom Paint Job | $50.00 | Per 1 DR of vehicle. Makes the vehicle look unique, with fanciful designs and custom colors. Gives a +2 to Styling rolls while in the vehicle. |
| Ration Storage/Preparation | $50.00 | Per Passenger per day. Stores rations for passengers, and allows for them to be prepared quickly. |
| Winch | $1,000.00 | Lifts up to 1,000 lbs, 25 feet per turn |
| Rescue Gurney | $400.00 | Mobile, carries one person, immobilized for rescue. For use with winch |
| External Gurney Carrier | $1,500.00 | Carries one person on the outside of the copter. For medical evacuation. |
| 2-Way Radio | $400.00 | Range of 5 miles |
| Camera and Transmitter | $3,500.00 | High quality video camera with sound capability, along with video transmitter. |
| Spot Light | $750.00 | High powered spotlight… Illuminates a 30 foot radius at up to five hundred feet. |
| Forward Looking Infra Red (FLIR) | $5,500.00 | An IR camera with displays to the pilot and co-pilot. Negates all darkness penalties when conducting aerial searches. |
| Weapon Mount, External | $250.00 | Mount one weapon on the outside of the vehicle – includes firing controls |
| Weapon Mount, Internal | $500.00 | Mount one weapon on the inside of the vehicle – includes firing controls and concealment |
| Targeting System | $2,500.00 | Per +1 to use vehicle mounted weapons (all weapons max at +5). |
| Heads Up Display (HUD) | $1,750.00 | Displays information from vehicle mounted computers and weapons in driver's/pilot's field of vision without interfering with vision. Gives a +1 to vehicle operation. |
| Armor Plate | $2,500.00 | Per 10 DR added to the vehicle. Each additional 10 DR reduces the vehicle's Miles per Gallon by 10% and reduces vehicle's Top Speed by 10 mph. |
| Aircraft Armor Plate | $2,500.00 | Per 5 DR added to the vehicle. Each additional 5 DR reduces the vehicle's Miles per Gallon by 10% and reduces vehicle's Top Speed by 10 mph. |
| Armor Reinforcement | $5,000.00 | Per +1 Armor Shrug added to the vehicle (Max 5) |



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# Vehicle Accessories

| Accessory | Cost | Notes |
|---|---|---|
| Small Radar System | $3,000.00 | Senses objects in a one-mile radius of the vehicle. |
| Large Radar System | $25,000.00 | Senses objects in a ten-mile radius of the vehicle. |
| Small Sonar System | $5,000.00 | Senses objects in a ½ mile radius around an aquatic vehicle. |
| Large Sonar System | $50,000.00 | Senses objects in a 2 mile radius around an aquatic vehicle. |
| Motorcycle Cyber Link | $3,500.00 | Allows use of Cyber Link Cyberware, Includes vehicle cam. Also allows a computer to operate the vehicle. |
| Automotive Cyber Link | $3,000.00 | Allows use of Cyber Link Cyberware, Includes vehicle cam. Also allows a computer to operate the vehicle. |
| Helicopter Cyber Link | $1,750.00 | Allows use of Cyber Link Cyberware, Includes vehicle cam. Also allows a computer to operate the vehicle. |
| Small Aircraft Cyber Link | $2,500.00 | Allows use of Cyber Link Cyberware, Includes vehicle cam. Also allows a computer to operate the vehicle. |
| Large Aircraft Cyber Link | $2,000.00 | Allows use of Cyber Link Cyberware, Includes vehicle cams. Also allows a computer to operate the vehicle. |
| Small Marine Cyber Link | $1,000.00 | Allows use of Cyber Link Cyberware, Includes vehicle cam. Also allows a computer to operate the vehicle. |
| Large Marine Cyber Link | $5,000.00 | Allows use of Cyber Link Cyberware, Includes vehicle cams. Also allows a computer to operate the vehicle. |
| Amphibious Operation, Surface | Vehicle cost x1 | Allows a wheeled vehicle to operate on water. Top Speed is halved while on water. |
| Amphibious Operation, Sub-merged | Vehicle cost x3 | Allows a wheeled vehicle to operate on or under the water. Top Speed is halved while on water, quartered while under water. Crush Depth is the vehicle's DR x 100 feet, Life Support Duration is two hours. |
| Wing and Jet Kit | Vehicle Cost x2 | Set of wings and a jet engine that can be affixed to a wheeled vehicle. Allows flight at the vehicle's Top Speed times 5. Ceiling 15,000 feet, Climb 200 feet/turn. |
| Smoke Screen | $4,500.00 | Trails a thick cloud of smoke, forcing drivers/pilots of vehicles following the smoke-screen equipped vehicle to make skill rolls at -4 to continue following and avoid crashing. |
| Oil Slick | $3,500.00 | Leaves a ½ mile long spill of an oil/water mixture behind the vehicle, forcing drivers of wheeled vehicles following the oil slick equipped vehicle to make a roll on their vehicle skill at -5 to avoid crashing. |

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# VEHICLE ACCESSORY DESCRIPTIONS

**GASOLINE (AUTOMOTIVE FUEL) –** For use in motorcycles, cars, SUVs, and trucks. With the 2008 trend of Gasoline to get a little more expensive each week, $6.00 a gallon might seem a little cheap for 2015. Fortunately, cost controls enacted in 2010, and advances in chemical additives, make Gasoline a viable fuel source even in 2015, though the cost is subject to increase without notice.

**HELICOPTER FUEL –** A somewhat richer fuel mix than gasoline, but not as rich as aircraft fuel.

**AIRCRAFT FUEL –** A fuel mix for the needs of prop-driven air craft.

**JET FUEL –** Extremely rich fuel, with a burning point so high that matches and other standard methods of ignition will not ignite it.

**MARINE FUEL –** Fuel for most water vessels. Of course, an outboard motor can run on simple gasoline, but the larger vessels need their specially mixed diesel fuel in order to operate.

**REPAIR/MAINTENANCE –** The cost for having one mechanic work on one vehicle for one day. Does not include the cost of parts and other materials (this cost is factored into the rules for repairing vehicles). Having multiple mechanics on a job can shorten the amount of time that the repairs take, but will still incur the same cost in manpower.

**SIDE CAR –** For motorcycles. A small pod, open on top, with a wheel or two, linked to the side of a motorcycle. Can hold one passenger, or be used to carry cargo (up to 300 lbs) or weapons. Two large weapons can be mounted in a Side Car – requires Weapon Mounts.

**SADDLE BAGS –** Leather (or other durable material) bags designed to straddle the back of a motorcycle (or horse). Equipped with sturdy latches.

**HARD STORAGE CASE –** The alternative to Saddle Bags, the Hard Storage Case is essentially a durable box that attaches to the back of a motorcycle, for holding more cargo. Can be locked.

**PICKUP HARD COVER –** For Pickup Trucks. A hard cover which turns the pickup truck bed into a covered cargo area. Also provides shelter from the elements should one need to camp out in their truck. Can be locked.

**NITROUS BOOSTER –** A dangerous little addition, usually used in cars. Introduces a charge of Nitrous Oxide into the fuel mix of the vehicle, gives it a burst of speed, but damages the engine in the process. A recharge of Nitrous costs $50.00, usually done when the damage to the engine is repaired.

**CUP HOLDER –** Holds one drink, cold or hot. Most cars come equipped with four of them. Luxury cars come with six, Limosines come with ten.

**SUN SHADES –** Folding cloth shields which prevent a car's dash board from getting too hot when parked in direct sunlight. Can be used for other vehicles. For double the cost, comes with fanciful cartoon designs or nearly obscene sayings printed on them.

**EMERGENCY KIT –** While all cars come equipped with a simple jack and a spare for changing tires, this Emergency Kit comes with a better jack, simple automotive tools, road flares, and a can of tire sealant. The flares cost $2.50 each to replace, the can of tire sealant costs $7.00.

**SURVIVAL KIT –** Should one become stranded in their vehicle, this will help them survive for a time. Includes a week's worth of rations for one person (in both food and water), a mylar blanket, and a compass. The difference between life and death when one is crossing wide areas or traveling on long roads with few amentities.

**HIGH END SOUND SYSTEM –** While most cars, SUVs, and trucks come equipped with a basic AM/FM Radio, the High End Sound System adds several speakers, a HDD Music reader, and a UPP for plugging in a portable music system.

**VIDEO PLAYER –** Good for keeping people in the back seat amused, bad if you want to watch a movie while driving. If you notice people tailgating you, they're probably trying to watch the movie through your back window.

**ENTERTAINMENT SYSTEM –** A more advanced video player, with a somewhat larger screen and better sound through a headset. Found in First Class airlines and really expensive Limosines.

**GPS SYSTEM –** Uses a satellite network to give the driver not only their exact location, but also aids in



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navigation using interactive maps and a simulated voice giving directions. Annoying if you already know where you're going.

**SERVICE TRANSPONDER –** A link to a Transponder Service provider, which must be paid for monthly. Satellite communication allows for constant contact, world wide.

**TRANSPONDER SERVICE –** A friendly voice at the end of a touch of a button. Capable of giving directions, operating the vehicles lock system, locating the vehicle if stolen, as well as making dinner reservations and suggesting good hotels. Considered a luxury.

**LUXURY FITTINGS –** Wood paneling, custom leather, gold fixtures, a small wet bar, in-seat massagers and heating/cooling units in each seat. Opulent.

**PAINT JOB –** Always good to get fresh paint, from time to time. Good for changing a car's color and appearance, or making your helicopter bright pink or yellow for easy spotting.

**CUSTOM PAINT JOB –** Fanciful flames, skulls, even two-tone custom colors make this paint job stand out. Your ride can look like anything you want it to, with this customization – also good for putting monster faces on the front of your WWII Fighter.

**RATION STORAGE/PREPARATION –** The vehicle's Galley. For vehicles that carry a fairly large number of people for a fairly long time. Food sold separately.

**WINCH –** A reel on a powerful electric motor with a length of high-test cable and a hook. Can lift up to 1,000 lbs at 25 feet per turn. Useful for rescue work and making the front of your truck look REALLY cool. Included on Rescue Helicopters.

**RESCUE GURNEY –** A stretcher with attachment points and straps for rescue work. Included on Rescue Helicopters.

**EXTERNAL GURNEY CARRIER –** For carrying people strapped into Rescue Gurneys on the outside of your vehicle. Useful for medical evacuation helicopters, paramedic trucks, and turning any vehicle into a medical transport. Not recommended for submarines unless you hate the hell out of people who need to be rescued.

**2-WAY RADIO –** The basic equipment for keeping in touch while you're in a vehicle. 5 mile range. Included on all aircraft.

**\CAMERA AND TRANSMITTER –** Included on News Helicopters. A good quality television camera with HDD storage and a transmitter with a 5 mile range. Excellent for capturing high-speed chases.

**SPOT LIGHT –** For illuminating night searches. Negates darkness penalties for the area the spot is directed at. Included on Police Helicopters.

**FORWARD LOOKING INFRA RED –** Negates darkness penalties for night-time searches, gives a +2 to Perception-based rolls to spot living targets.

**WEAPON MOUNT (EXTERNAL) –** Holds one weapon on the outside of the vehicle. Heavy weapons are usually put on weapon mounts, but just about any weapon can be put on a mount – even melee weapons. The mount includes the controls for aiming and firing the weapon. Different vehicle types can have different amounts of external weapon mounts.

| Vehicle Type | # of Mounts |
|---|---|
| Motorcycle | 2 |
| Cars | 4 |
| SUVs | 4 |
| Trucks | 5 |
| Helicopters | 5 |
| Ultralights | 1 |
| Small Planes | 2 |
| Large Planes | 4 |
| Small Boats | 2 |
| Large Boats | 6 |
| Small submersibles | 2 |
| Large Submersibles | 6 |

**WEAPON MOUNT (INTERNAL)** - Holds one weapon on the inside of the vehicle, concealed behind the vehicle's paneling. Heavy weapons are usually put in weapon mounts, but just about any weapon can be put in a mount – even melee weapons. The mount includes the controls for aiming and firing the weapon. The weapon in the internal mount is concealed until the weapon fires, when it becomes apparent. Different types of vehicles can have different amounts of weapons in Internal Mounts, which is the same as the number of weapons that can be held in External mounts. (Putting a weapon in an external mount reduces the number of weapons that can be carried in internal mounts, and vice/versa).



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**TARGETING SYSTEM –** Sensors and a computer that link to a vehicle's weapon systems, make them easier to use, and increase their accuracy. While this system adds to the accuracy of all weapons mounted to the vehicle, no weapon's accuracy can be increased past +5, regardless of how good the targeting system is.

**HEADS UP DISPLAY (HUD) –** Requires that a targeting system or computer be installed in the vehicle. Displays vital information about the weapon systems and vehicle operations in the driver's/pilot's point of view. Gives a +1 to rolls to operate the vehicle or fire its weapons. Included with the Budget Jet Fighter.

**ARMOR PLATE –** For ground and water vehicles. Makes the vehicle more durable, but reduces its performance. Useful for diplomatic limousines, military craft, and vehicles modified by crack military teams imprisoned for crimes they didn't commit.

**AIRCRAFT ARMOR PLATE –** For aircraft. Lighter than standard Armor Plate, but affects performance just as badly as air performance is more difficult to achieve.

**ARMOR REINFORCEMENT –** Structural reinforcement to increase the vehicles durability. Adds Shrugs to the vehicle.

**SMALL RADAR SYSTEM –** A radar system with a range of one mile. Useful for small aircraft and craft for people with too much money.

**LARGE RADAR SYSTEM –** A radar system with a range of ten miles. For large aircraft, aircraft carriers, and other large vehicles. Included on all Large Aircraft and the Military Surplus Aircraft Carrier.

**SMALL SONAR SYSTEM –** A sonar system with a ½ mile range. For small aquatic craft. Included on the 2-man Dry Sub.

**LARGE SONAR SYSTEM –** A sonar system with a 2 mile range. For large aquatic craft. Included on the Nuclear Submarine.

**MOTORCYCLE CYBER LINK –** Allows a motorcycle to be driven through a Cyberware Cyber Link. This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the driver a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a driver.

**AUTOMOTIVE CYBER LINK –** Allows a car, SUV, or truck to be driven through a Cyberware Cyber Link. This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the driver a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a driver.

**HELICOPTER CYBER LINK –** Allows a helicopter to be piloted through a Cyberware Cyber Link. This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the pilot a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a pilot.

**SMALL AIRCRAFT CYBER LINK –** Allows an ultra light, small prop plane, jet fighter, or private jet to be piloted through a Cyberware Cyber Link. This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the pilot a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a pilot.

**LARGE AIRCRAFT CYBER LINK –** Allows a Commercial Multi-Prop Plane, Commercial Cargo Jet, Military Cargo Jet, or Jumbo Jet, to be piloted through a Cyberware Cyber Link. This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the pilot a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a pilot.

**SMALL MARINE CYBER LINK –** Allows a Speed Boat, 2 Man Dry Sub or other small watercraft to be piloted through a Cyberware Cyber Link (You could put one on an inflatable boat or rowboat, but it wouldn't do much for you). This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the pilot a view of the vehicle's path, and sensors through-



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out the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a pilot.

**SMALL MARINE CYBER LINK –** Allows a Speed Boat or other small watercraft to be piloted through a Cyberware Cyber Link (You could put one on an inflatable boat or rowboat, but it wouldn't do much for you). This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the pilot a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a pilot.

**LARGE MARINE CYBER LINK –** Allows a large water craft, including large submersibles, to be piloted through a Cyberware Cyber Link (You could put one on an inflatable boat or rowboat, but it wouldn't do much for you). This makes the vehicle a fly-by-wire affair, with all controls being electronic in nature rather than mechanical. Includes cameras which give the pilot a view of the vehicle's path, and sensors throughout the vehicle for monitoring the vehicle's condition and speed. A computer attached to a vehicle with a Cyber Link, with the proper programs, can operate this vehicle without a pilot.

**AMPHIBIOUS OPERATION, SURFACE –** Seals the bottom of a wheeled vehicle and gives it positive buoyancy. Puts a small water thruster on its back. Allows the wheeled vehicle to operate as a boat. Top speed is halved while on the water.

**AMPHIBIOUS OPERATION, SUBMERGED –** Seals an entire wheeled vehicle, gives it an independent air supply. Adds a ballast system and aquatic thrusters. Allows vehicle to operate on or under the surface of the water. The vehicles crush depth is equal to the vehicle's DR x 100 feet. The life support system will last for two hours of submersion. Life support system recharges itself within fifteen minutes when on the surface. Vehicle's Top Speed is halved when on the surface, quartered when under water.

**WING AND JET KIT –** A set of wings and a jet engine that can be added to a wheeled vehicle quickly, converting it into a small jet plane. The wing and jet rig has a DR of 20 and 2 Shrugs. It has a Top Speed equal to the vehicle's Top Speed x 5, and it's own fuel tank (uses jet fuel). It gets 5 miles to the gallon and holds 15 gallons – enough for short flights (good for quick getaways). It can climb at a rate of 200 feet/turn, and has a ceiling of 15,000 feet. If the vehicle also has the Amphibious Operation, Submerged accessory, the ceiling becomes 25,000 feet.

**SMOKE SCREEN –** Releases a cloud of thick black smoke behind the vehicle (preferably while the vehicle is in motion). Operators of other vehicles following a vehicle deploying a Smoke Screen must make a roll on the appropriate vehicle skill at a penalty of -4 in order to continue following. Failing this roll not only means that the vehicle deploying the Smoke Screen has evaded pursuit, but that the pursuing vehicle crashes. The smoke screen can be deployed for a total of 10 turns, not necessarily all at once. Reloading the Smoke Screen with smoke generating chemicals costs $150.00

**OIL SLICK –** Leaves a ½ mile spill of oil behind a wheeled vehicle. Operators of wheeled vehicles following the vehicle deploying the oil slick (or which are simply on the road behind it) must make a roll on the appropriate vehicle skill at a penalty of -5 to avoid crashing outright. It costs $100.00 to reload the Oil Slick.

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# Martial Arts

*Parsons: What's your style?*

*Bruce Lee: My style? You could call it the art of fighting… without fighting.*

*- Peter Archer (as Parsons) and Bruce Lee in "Enter the Dragon"*

What style does your character know? That's entirely up to the player. These martial arts abilities are based on actual martial arts training, hours and hours of kung-fu movies, and myths and tales collected from ancient history and modern urban legend. What is taught in one school of Karate is often different from what is taught in another school, depending on the teacher, the tradition, local competition rules, and a bevy of other variables. No two schools of Kung-Fu will teach *precisely* the same moves, though they have the same basics and philosophy.

Two martial artists who begin to compare their styles are looking for their differences as much as their similarities. Even if they know the same style, they are looking for what moves the other martial artist's master may have taught them that they, themselves, were not taught.

What style a character knows is entirely up to the player, and is a part of the character's story. If someone says that they studied a style known for its hard, offensive maneuvers, they really ought to have some hard, offensive maneuvers under their belt.

As far as belts go, that's more a matter of a character's basic proficiency with Hand to Hand and/or Grappling than any collection of maneuvers. If a character has an Agility stat plus Hand to Hand or Grappling skill that totals less than seven, they would likely be considered a white belt, or the lowest belt in the rankings. Different martial arts have different color advancements of belts (or sashes, or gloves, or what have you), and even different numbers of levels of advancement. Suffice to say, Agility plus Hand to Hand less than seven, lowest level. Agility plus Hand to Hand more than fifteen, highest level. Anywhere in between there, and it's up to the Player, the GM, and the character's story to determine what color belt the character is wearing.

More commonly, in a world of mixed martial arts and inter-disciplinary skills, proficiency is measured in how many rounds you can go in the ring, as opposed to any system of belts or ranks. Actions to speak louder than belts, after all, and ultimately, no matter what color belt the martial artist is wearing, the test of their level of mastery is how they compare to other martial artists when their skills are called into play. A black belt having a bad day can be taken down by a white belt having a good day, but the black belt will be the one who more consistently hands the white belt his behind in a sling.



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In the world of Hot Chicks, secret societies of martial artists have been passing esoteric skills along for thousands of years, from the ancient times when martial skills were advanced far beyond anything we have seen in the most over-the-top kung-fu movie. A martial artist can accomplish amazing feats and take out hundreds of foes with the right moves; but there are things roaming the world that learned *their* kung-fu in the depths of Hell and in the heart of the Haunted Stars.

Now, more than ever, mastery of a martial art is not a destination. It is a path.

# Martial Arts Maneuvers

**Dodge Without Penalty**: $15,000. This ability allows the Martial Artist to dodge incoming attacks with a roll of their Agility plus their Acrobatics or Hand to Hand skill, without subtracting half of the margin of success of the incoming attack.

**No Dodging Flank**. $7,500. A Martial Artist with this ability does not take the –1 penalty to dodge attacks from their Horizontal or Vertical flanks, and takes only a –1 penalty to dodge attacks from the rear *that they are aware of*.

**Parry Without Penalty**: $15,000. This ability allows the Martial Artist to parry incoming hand to hand or melee attacks with a roll of their Agility plus their Hand to Hand or Melee skill, without subtracting half of the margin of success for the incoming attack.

**No Parrying Flank** $10,000. A Martial Artist with this ability does not take the –2 penalty to parry attacks from their Horizontal or Vertical flanks, and takes only a –2 penalty to parry attacks from the rear *that they are aware of*.

**Six O'Clock Block**. $10,000. This ability makes a character immediately aware of any melee or hand to hand attack from their rear, allowing them to dodge or parry such an attack. If the Martial Artist with Six O'Clock Block also has No Dodging Flank, they may dodge attacks from the rear at NO penalty. If the Martial Artist with Six O'Clock Block also has No Parrying Flank, they may parry attacks from the rear at NO penalty.

**Entering a Larger World**. $20,000. This ability makes a character immediately aware of any incoming attack, even if the martial artist is in complete darkness, or even if it is from a sniper a mile away, allowing the character to dodge or parry the attack (if possible). This negates all penalties for fighting in insufficient light or even in complete darkness. (This ability can be upgraded from Six O'Clock Block).

**Iron Shirt**: $200. This ability adds a +1 to the Martial Artist's Damage Resistance. It may be purchased up to five times, but no more than that.

**Steel Fortress:** $5,000. This ability allows the Martial Artist to add their Toughness skill to their Damage Resistance even for attacks from sharp items or ranged weapons, effectively allowing them to add Toughness to DR for all Damage Resistance rolls.

**Woo-Pah Overdrive**: $4,000. This ability adds one to the Martial Artist's damage in Hand to Hand or Melee. It can be taken up to three times, but no more than that.

**Kicking Practice**: $4,000. This ability negates the penalty for Kicking in hand to hand combat.

**All Knees and Elbows**: $6,000. This ability negates the penalty for knee and elbow strikes in hand to hand combat.

**Forehead of Iron**: $4,000. This ability negates the penalty for head butting in hand to hand combat.

**Open Hand Mastery**: $15,000. When a Martial Artist has this ability, a roll of a natural 20 on any hand to hand attack roll declared as a punch is a failure, but not a critical failure.

**Fist of Flurry**: $20,000. This ability allows the Martial Artist to take an additional attack without penalty each turn. This ability may be taken up to three times, but no more.

**Kip Up**: $4,000. This ability allows the Martial Artist



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to go from a prone position to a standing position as a free action with a successful Agility plus Acrobatics or Hand to Hand roll.

**Give Me That**: $4,000. This ability completely negates the penalties for Disarming.

**Jumping Kick**: $10,000. This ability allows a Martial Artist to jump at their target with an acrobatic kick, traveling up their Standing Broad Jump distance and adding one to the Incoming Damage of the attack.

**Leaping Kick**: $20,000. This ability allows a Martial Artist to leap a ridiculous distance and land an acrobatic kick with astonishing force. The kick can be delivered at a distance equal to the character's Running Broad Jump distance, and adds five to the Incoming Damage of the attack. (This ability can be an upgrade from Jumping Kick).

**The "Off" Button**: $15,000. This is a blow that strikes vital nerve centers, disrupting the opponent's Chi and bringing unconsciousness without doing physical damage. To use this attack, the Martial Artist spends five Risk and makes an attack roll. Whether the attack succeeds or fails, the Risk is spent. If the attack succeeds, the target does not roll against their Damage Resistance. Rather, they roll their Stamina stat plus their Toughness skill, minus the Martial Artist's Hand to Hand damage. If the target fails this roll, they become Unco with Shrugs. If they succeed at this roll, they have resisted the technique and there is no effect. This technique can be used against opponents in armor, but the attack must be rolled at a penalty of -4 to hit the vital point through a chink in the armor.

**Fist Without Shadow**: $20,000. This ability allows the Martial Artist to use their inner Chi (Risk Points) to focus damage at a distance. For a cost of one Risk Point, the Martial Artist can do their standard Hand to Hand damage to a target up to a range equal to their Will statistic in feet. For five Risk Points, the Martial Artist can do their Hand to Hand Damage plus three to a target up to a range equal to twice their Will statistic in feet.. For ten Risk Points, the Martial Artist can do their Hand to Hand damage plus ten to a target up to a range equal to four times their Will statistic in feet.

**Blocking the Arrow**. $15,000. The character with this ability may parry ranged attacks from thrown weapons or archaic ranged weapons such as bows or spear-throwers. It does not confer the ability to parry bullets or other projectiles from firearms, nor does it allow the parrying of beams from ultra-tech weapons.

**Bullet Spang.** $30.000. This character with this ability can no only parry ranged attacks from thrown weapons or archaic ranges weapons, but can also parry bullets provided they have a melee weapon in hand at the time. This can parry single bullets – when parrying bursts of Autofire, a successful parry roll will only remove a single bullet from the stream. This ability does not confer the ability to parry beams from ultra-tech weapons. (This ability can be upgraded from Blocking the Arrow).

**Light Intereception**. $10,000. (Prerequisite – MUST have "Bullet Spang" before purchasing this ability). This ability allows the Martial Artist who can parry bullets to also parry beams from ultra tech weapons. Parrying a beam from any ultra tech weapon besides a stunner automatically removes one Shrug from the melee weapon that is being parried with, unless that weapon is an ultra-tech melee weapon. This can only parry single beams – when parrying bursts of Autofire, a successful parry roll will only remove a single beam from the stream.

**Blade Flurry Defense**. $10,000. (Prerequisite – MUST have "Bullet Spang" before purchasing this ability). This ability allows the Martial Artist who can parry bullets to parry a stream of bullets from a weapon using Autofire. A successful parry roll does not simply remove one bullet from the stream, but in a whir of blinding steel, parries ALL bullets from the stream that would strike the character. Unless the character also has the "Light Interception" ability, this ability does not confer the ability to parry beams from an ultra-tech weapon on Autofire.

**Adaptive Combat Technique**. $30,000. This is the ability to flow into an enemy's attack style, adapting to their stance, pacing, and level of aggression. It works only when the martial artist is focusing on a single opponent. It costs the Martial Artist 10 Risk points to activate this ability.

On the first round that this ability is active, the



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Martial Artist is at a –1 to all ttacks and defenses against their target. This is because they are allowing the target to fully express itself through its combat style, learning their moves and pacing.

On the second round that this ability is active, the Martial Artist is at –0 to all attacks and defenses against the target. They are starting to "get the measure" of their opponent.

On the third round after this ability is active, the Martial Artist is at +1 to all attacks and defenses against the target. They have found their advantage.

On the fourth round after this ability is active, the Martial Artist is at +2 to all attacks and defenses against their target. They are pressing their advantage.

On the fifth round after this ability is active, the Martial Artist is at +3 to all attacks and defenses against the target. They have encountered all of the target's weak points, and are exploiting them.

On the sixth round after this ability is active, the Martial Artist is at +4 to all attacks and defenses against the target. The target is now the Martial Artist's bitch.

No further bonuses are gained. Should the Martial Artist break off combat with the target at any point, all bonuses are lost until the Martial Artist spends 10 Risk Points to begin the process again. The Bonuses end when 1) The Target is knocked Unco, 2) the Martial Artist is knocked Unco, or 3) the combat ends for any reason, whether one of the combatants flees or a surrender is accepted (real or feigned). Once the bonuses end, the only way to re-acquire them is to spend 10 Risk Points and start the process again.

**Targeted Technique: Hand to Hand**. $7,500. This ability negates Called Shot penalties for attacks using the Hand to Hand skill

**Targeted Technique: Grappling**. $7,500. This ability negates Called Shot penalties for attacks using the Grappling skill

**Targeted Technique: Melee**. $10,000. This ability negates Called Shot penalties for attacks using the Melee skill

**Lock and Pop Technique**, $6,000. A Martial Artist using this technique, after successfully grappling a target's arm, can immediately make a Hand to Hand or Melee attack against that target that can be Dodged, but NOT Parried. This attack is a free action without penalties.

Dodging the free attack incurs a penalty equal to the full margin of success of the attack, not half the margin of success as usual.

**Divine Gracie**: $5,000. A Martial Artist using this technique suffers no additional penalty when performing a Grapple Parry (usually a -2).

**Mode of Operation**: $15,000. The Martial Artist using this technique gains several unique advantages.

1. Mode of Operation allows a character to grapple with only one hand free.
2. Mode of Operation allows a character to strike with ANY part of the body as if it is a knee or elbow. (If the character has the "All Knees and Elbows" ability, they can strike with ANY part of the body for no penalty.)
3. Mode of Operation allows a character to grapple up to three opponents simultaneously, again with only one hand free.

**Steel Palm**: $10,000. A Martial Artist with this technique does not suffer the -2 Penalty to parry an attack with a melee weapon when unarmed.

**Combat Breaking Technique**: $10,000. Normally, even a Martial Artist can not apply a "Burst of Strength" to their Strength-based Damage while in combat. With this ability, a Martial Artist can add a "Burst of Strength" to Strength-based damage while engaged in combat. To do so, the Martial Artist adds their Strength statistic to their Martial Arts skill and rolls 1d20. If the roll is a failure, the Martial Arts spends no Shrugs, and gains no bonus to their damage. If the roll is a critical failure, the Martial Artist loses a Shrug, and gains no bonus to their damage.

On a successful roll, the Martial Artist can add the Margin of Success to their next Strength-based Damage roll at the cost of one Shrug.. On a critical success, the Martial Artist EITHER adds the Margin of Success to their next Strength-based Damage roll at the cost of NO



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Shrugs, OR they add DOUBLE the Margin of Success to their next Strength-based Damage roll at the cost of one Shrug.

**Pro Breaker**: $15,000. With this ability, a Martial Artist does NOT lose a Shrug to the effort of using a "Burst of Strength" to add to their Strength-based damage unless they roll a critical failure, which still costs one Shrug. This applies to efforts to break items out of combat… if the Martial Artist also has the "Combat Breaking Technique" ability, they can exert their "Burst of Strength" for damage in combat at no Shrug cost unless they roll a critical failure.

**Wire-Fu**: $25,000. This ability allows the Martial Artist to move as if they are on a wire-harness rig, defying gravity to a small extent and performing nearly impossible feats of balance. A Martial Artist with this ability doubles all of their jumping distances, and removes their maximum jumping distance from the height of a fall before calculating damage from the fall (if this brings the effective height of the fall within their safe falling limit, they will take no damage from the fall). Wire-Fu practitioners can also run along walls, treating them as floors for as long as they are running. In addition, a Wire-Fu practitioner also gains a +2 to the Acrobatics skill and adds +2 to their initiative, because of how damn impressive this ability looks.

**Dim Mak**: $75,000. This grim and forbidden technique disrupts the Chi flow in a Martial Artists opponent, preventing the restoration of spent Chi. To use this ability, the Martial Artist with Dim Mak first spends sixty (60!) Risk, then makes a Hand to Hand attack against their foe. If the attack is successful, no damage is done, but the Attacker and the Target immediately make a contested roll – the Attacker adds their Will to their Martial Arts skill for the contest, and the Defender adds their Will stat to their Martial Arts skill. If the target does not have the "I Know Kung Fu" merit, they roll on Will alone.

If the defender wins the contest, there is no effect, the Risk is spent and no damage is done. If the defender wins the contest with a Critical Success, the attacker loses the rest of their Risk pool… it is reduced to zero until it can be replenished.

If the attacker wins the contest, then the dread effect of Dim Mak takes them. From that moment on, the target Can Not Regain Risk. No stunts or awards can give them Risk back, nor will they replenish Risk between game sessions. Whatever Risk they have left at the point of the Dim Mak attack is their Total Remaining Risk.

If the attacker wins the contest with a critical success, the defender not only loses their ability to regain Risk, but they lose 10 Risk immediately.

Recovering from Dim Mak is an adventure unto itself. Only a pilgrimage to a remote temple of the Shao-Lin or other legendary Martial Arts practitioners, and a trial by combat or other deeply perilous activity can restore the Chi flow to the victim of Dim Mak. Until then, they are officially in a position known as "Screwed."

**Jinx's Palm**: $75,000. This grim and forbidden technique disrupts the Chi flow in a Martial Artist's opponent, who must also be a Martial Artist. The result of this disruption is the denial of the key energies necessary to perform Martial Arts maneuvers! To use this ability, the Martial Artist with Jinx's Palm first spends sixty (60!) Risk, then makes a Hand to Hand attack against their foe. If the attack is successful, no damage is done, but the Attacker and the Target immediately make a contested roll – the Attacker adds their Will to their Martial Arts skill for the contest, and the Defender adds their Will stat to their Martial Arts skill. If the Defender does not have the "I Know Kung Fu" merit, this attack has NO effect, not even damage.

If the defender wins the contest, there is no effect, the Risk is spent and no damage is done. If the defender wins the contest with a Critical Success, the attacker loses the rest of their Risk pool… it is reduced to zero until it can be replenished.

If the attacker wins the contest, then the dread



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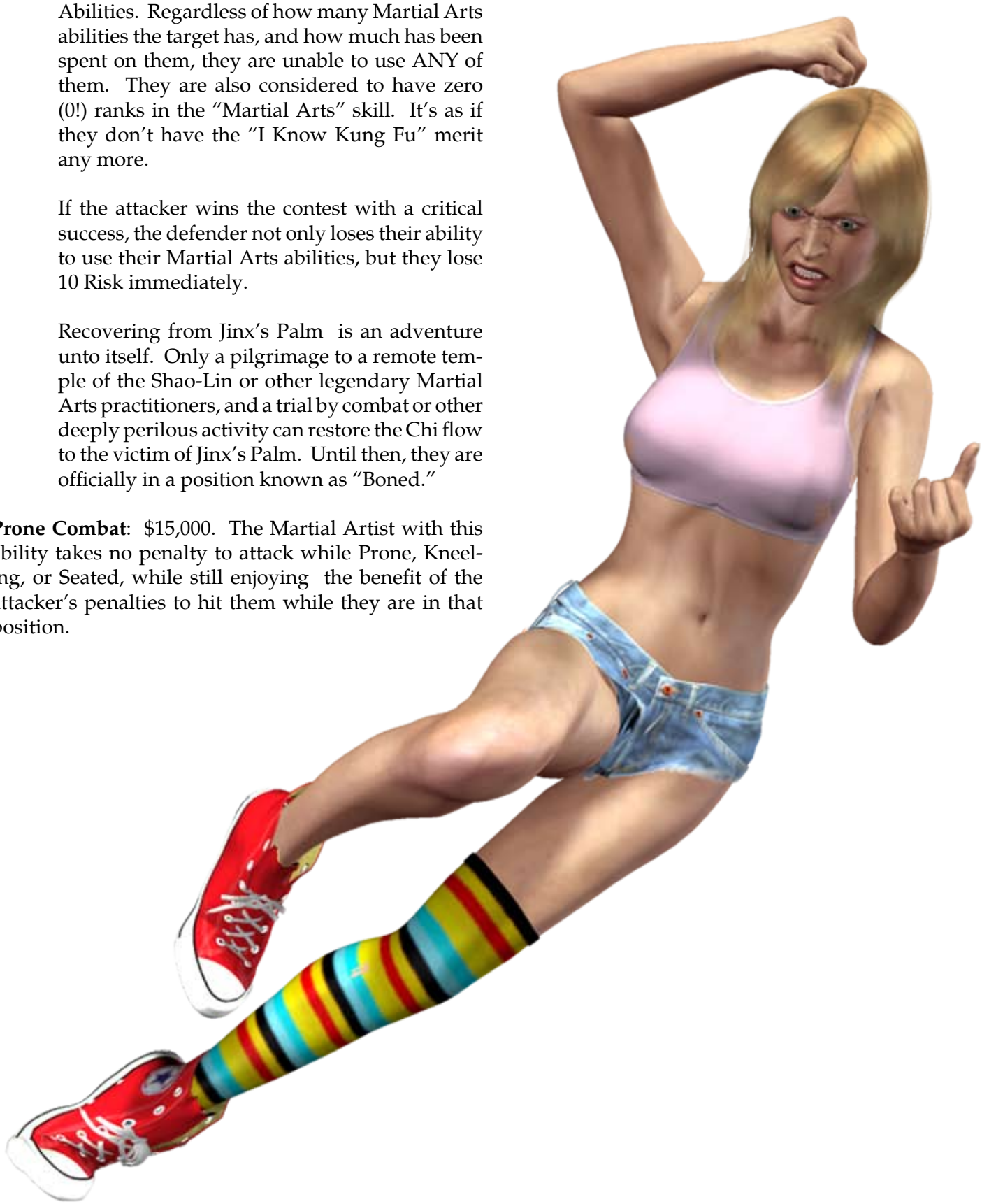
effect of Jinx's Palm takes them. From that moment on, the Target Can Not Use Martial Arts Abilities. Regardless of how many Martial Arts abilities the target has, and how much has been spent on them, they are unable to use ANY of them. They are also considered to have zero (0!) ranks in the "Martial Arts" skill. It's as if they don't have the "I Know Kung Fu" merit any more.

If the attacker wins the contest with a critical success, the defender not only loses their ability to use their Martial Arts abilities, but they lose 10 Risk immediately.

Recovering from Jinx's Palm is an adventure unto itself. Only a pilgrimage to a remote temple of the Shao-Lin or other legendary Martial Arts practitioners, and a trial by combat or other deeply perilous activity can restore the Chi flow to the victim of Jinx's Palm. Until then, they are officially in a position known as "Boned."

**Prone Combat**: $15,000. The Martial Artist with this ability takes no penalty to attack while Prone, Kneeling, or Seated, while still enjoying the benefit of the attacker's penalties to hit them while they are in that position.





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# CYBERWARE

Cyberware is equipment that is grafted onto, or into, a Character or NPCs body. It is used to enhance structural strength and durability, as well as add functionality to the human body.

Most Cyberware is powered by body heat and motion. In some extreme cases, Cyberware is rechargeable or has replaceable power cells – these situations are noted in the individual item descriptions.

Cyberware is designed to be unobtrusive – if there is any external sign that there is Cyberware, it is generally designed to blend in to the Character's appearance. If the Cyberware is obviously of an artificial appearance, this is noted in the individual item description.

Cyberware purchased with a Character's starting budget is assumed to already be installed. If a Character purchases Cyberware after character creation, there will need to be a surgical procedure performed to install it. Installation of Cyberware is usually an outpatient procedure, the cost of which is covered in the purchase price of the Cyberware. Exceptions to this are noted in the individual item descriptions.

A good deal of Cyberware gives the Character Armor Shrugs. These Shrugs are only good for taking damage, they do not help a character whistand thirst or hunger, nor can they be spent on Bursts of Strength or Speed. Armor Shrugs granted by Cyberware that are depleted from taking damage must be repaired – they will not heal naturally. Armor Shrugs can be restored to Cyberware with a successful roll on the Intelligence stat and either the Cybernetics skill or the Repair skill. Each Armor Shrug restored to Cyberware costs $100 in materials.

**A Note On Speed**: There are a good number of Cyber Enhancements that increase a character's Speed statistic. This can lead to Characters with incredibly high rates of movement, but there is an upper limit.

The highest level of enhancement that a Character can safely add to their Speed stat is their Stamina stat multiplied by 10.

For Example: *Bob, with his Stamina of 7 and speed of 17, wants to jack his Speed up as far as modern science will take it. The highest Speed bons that he can safely attain is a bonus of his Stamina (7) times 10, for a bonus of +70. This would give him a Speed stat of 87 (17 + 70 = 87). (At a Speed stat of 87, Bob is running 348 feet per turn, or moving*



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*at roughly 47 mils per hour).*

Characters can, if they so wish, purchase a higher Speed bonus than is safe. If they do, every time they exceed their highest SAFE speed, they automatically lose a Shrug, regardless of any merits or other abilities.

For Example: *Bob went whole hog, and figured he'd get himself a +80 bonus to his speed – a full +10 higher than his highest safe bonus. As long as he isn't moving faster than his highest Safe speed of 348 feet per turn, he's fine. As soon as he moves at 349 feet per turn (or more), he automatically takes a Shrug.*

This Shrug occurs at the beginning of ANY movement past the highest Safe speed. The Character can then move at that speed for as long as they like, but as soon as they stop, they risk losing another Shrug if they accelerate past their highest Safe speed again.

For Example: *Bob is in the middle of a firefight. He needs to close the distance to the bad guys FAST, so he starts running towards them at 388 feet per turn – his highest possible speed, well past his highest Safe speed (388 feet per turn is roughly 53 miles an hour). He loses a Shrug as soon as he starts this movement.*

*He finds a position to take cover and stops, letting the bad guys empty their clips. As soon as he hears the "click" of an empty Automatic, he takes off at his highest speed again, and loses another Shrug.*

*He barrels into one of the bad guys, stopping his own movement. The bad guys turn out to have been setting a trap, and Bob has to retreat. He runs back the other direction at his highest speed, exceeding his highest Safe speed one more time, and taking a third Shrug. Bob hasn't taken a single hit in the firefight, but the over-stress of the ridiculously high Speed bonus has cost him three Shrugs!*

Cyberware is, at its core, equipment. As such, player characters are able to repair, fabricate, and modify the Cyberware if they have the appropriate skills and the correct tools. One thing that player character can not do is install their own Cyberware, no matter how clever they are. Installing Cyberware is a roll against the Intelligence stat plus the Medicine or Cybernetics skill.

A character who makes their own Cyberware (my making the appropriate rolls to fabricate and/or modify it) pays only %60 of the listed cost. The remaining cost covers installation, recovery, training, and what-have-you.

When a character has the "Cyber Enhanced" merit, they know *someone* out there who can install their Cyberware for them, who they can trust. Of course, if you want to make a "Deal" with the Game Master, you can trade in that trust on some really great deals…

Note: Cyberware is, as a default, a product of the High level of technology. A character with the "Cyber Enhanced" merit has access to Cyberware, but if they do not have the "High Tech" merit, they can not build, modify, or even repair their own Cyberware. They must rely on the organization that installed it, or some other "High Tech" having character, to work on their cyber gear.

## Repairing, Modifying, and Fabricating Your Own Cyberware

Cyberware is effectively equipment that is attached to a Character's body. Like other equipment, it needs to be maintained and repaired on occasion. When a character with Cyberware takes Cinematic Damage, the GM may declare that a certain piece of Cyberware has been damaged, and requires attention.

It can be somewhat difficult for a Character to maintain or repair their own Cyberware, in much the same way that it can be somewhat difficult for Characters to perform dentistry or surgery on themselves. Unless a Character has some form of assistance, they are at -4 to rolls on the Repair or Cybernetics skills to repair or maintain their Cyberware. If they have someone (or something) to aid them, they can talk their assistant through the process. The assitant can then make the roll for the Character with Cyberware, using the assis-



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tant's Intelligence stat and the Cyber Enhanced Charactger's skill.

Modifying Cyberware isn't too difficult - Cyberware that can be modified has such modifications listed with it. Modifying Cyberware after it has been installed is much like repairing the Cyberware after it has been installed - very difficult to do for one's self.

If the Modifications are done by the Character, rather thanhaving them done by a "Cyber Shop" or other Cyberware organization, the cost of the modifiation is only 40% of the listed cost. Modifications are done with a successful roll on the Intelligence statistic plus the Cyberware skill, using tools for working with Cyberware, electronics, or composites. It takes one man/day for every $1,000.00 of the Modification cost to modify the Cyberware.

Likewise, if the Charcter wants to fabricate their own Cyberware from scratch, this is done on a roll of Intelligence plus Fabrication or Intelligence plus Cybernetics. This also costs 40% of the listed cost, and takes one man/day per $1,000.00 of the Cyberware's cost. The trick comes in when the Cyberware needs to be installed.

Installing Cyberware, even nano-tech circuitry etching, is a surgical procedure. A Character wanting to install their own Cyberware really isn't thinking this thing through, but in a real pinch, it can be done. It is done on a roll of the Intelligence stat plus the Medicine or Cybernetics skill at a penalty of -6. It requires both tools for Cybernetics and surgical tools, and can take up to twelve hours. Also, it HURTS. A roll against the Character's Will stat is required to even begin the procedure.

A Character with the Cybernetics or Medicine skill can walk an assitant through the process of installing the Cyberware, which necessitates that the Character receiving the Cyberware is awake for the process. This is done with the Assistant rolling against their own Intelligence stat plus the Character receiving the Cyberware's Cybernetics or Medicine skill at -2.

Having an organization that works with Cyberware install Cyberware that you have fabricated costs 20% of the listed cost of the Cyberware, and is probably a better idea.

Most people who would install their own Cyberware would be considered mad, even perhaps a mad genius.

Now that we know the "How," let's have a look at the "What."

# CYBERWARE

## Cortex/Neural Enhancements

These enhancements are applied directly to the relevant portion of the brain. Installing these items of Cyberware is still outpatient surgery, usually done with a combination of Nanotechnology and arthroscopic surgery. All of these enhancements are powered by body heat.

**Occipital Cortex Display Matrix**: This electronic array across the back of the Occipital Cortex takes data from other Cyberware and displays it in the Character's field of vision. The data can be overlaid over both eyes as a transparency, so as to not affect vision, or can be displayed through only one eye so that the vision from only one eye is lost at a time. This setting can be altered by mental commands from the user.

Data that can be displayed on the Display Matrix includes information from a Cyber-Linked weapon (or other Cyber-Linked equipment), status of other Cyberware, or the display output from an Internal Computer.

The Occipital Cortex Display Matrix costs $1,000.00.

**Audio Cortex Listening Matrix**: This electronic array across the bottom of the Audio Cortex takes data from other Cyberware and pumps it into the Audio Cortex as sound. The volume level of the sound can be controlled by the user with a mental command, as can the "balance" of the sound (whether it is played in the right ear, the left ear, or both ears).



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Sounds that can be played include music from an internal music player or Implanted Computer, audio alerts from Cyber-Linked weapons (or other Cyber-Linked equipment), reception from a Communications Implant, or audio alerts from other Cyberware.

The Audio Cortex Listening Matrix costs $600.00.

**Optical Interferometry Package**: This electronic array within the Occipital Cortex processes the input from both eyes, sharpening focus and clarity and giving the user greatly enhanced vision. This package confers a +2 to Perception rolls for using vision. This package does ***not*** require that the user have an Occipital Cortex Display Matrix or Cybernetic Eyes. It is a pure processing solution.

The Optical Interferometry Package costs $1,200.00.

**Implanted Computer**: This array coats the inside of the Cranial Cavity with a printed computer. The computer functions as a Dual-Core high efficiency system, with a speed of 1 Thz (Terrahertz), 1 Tb (Terrabyte) of RAM, and 50 Terrabytes of data-storage. It comes with the Wireless Interface Oeprating System (WIOS) and a suite of business applications (word-processing, spread-sheet, database) pre-installed.

Because of the lack of moving parts or heat-sensitive components, the computer is exceptionally reliable. Only a critical failure on a roll using the Computer skill will cause it to crash, and even then it will re-boot itself, perform diagnostics, and do a self-rescue within one minute.

The Implanted Computer requires an Optical Cortex Display Matrix (but only if you want to see what is displayed on the computer) and an Audio Cortex Listening Matrix (but only if you want to hear any sounds the computer might produce). The Implanted Computer also requires a Bio Wi-Fi Node in order to access the Internet or other Cyberware.

The price of the Implanted Computer includes a portable (pocket-sized) external unit that has a dedicated wireless connection to the Internal Computer. This is used for loading new software, and can be plugged into another computer system to provide access to the Internal Computer. It is entirely possible to have the Implanted Computer with no Display Matrix, and access it entirely by interfacing the external unit to another computer system.

The user controls the Implanted Computer (and through it, any computer system that the external unit is connected to) with mental commands, made possible by the Wireless Interface Operating System (WIOS).

The Implanted Computer (including external unit) costs $4,000.00.

**Bio Wi-Fi Node**: This digital matrix coats the inside of the Spinal Cord with printed circuitry, allowing the user to act as a personal Wi-Fi node. This node automatically links Cybernetic systems that need to communicate with external sources. Cyber-Links REQUIRE that the Character have a Bio Wi-Fi Node.

Bio Wi-Fi Nodes allow Characters with Implanted Computers to access the internet and other computer systems without the benefit of the external unit. It allows Cyber-Linked equipment to communicate with the Cyber-Link, and can enhance the range and capability of Implanted Communicators.

Bio Wi-Fi Nodes cost $800.00.

**Cyber Link**: This electronic array takes up a small amount of surface area in one of the Character's sinus cavities. It allows peripheral equipment that has been Cyber-Linked to be operated by the Character's mental command. The Cyber Link requires that the Character be equipped with a Bio Wi-Fi Node.

The Cyber Link also receives information from Cyber-Linked equipment. In order for the Character to perceive this information, they must have either an Occipital Cortex Display Matrix or an Audio Cortex Listening Matrix, or both.

Commonly Cyber Linked equipment includes firearms (+1 to Handgun and Longarm skill when using Cybe Linked firearms, +2 if Character is also equipped with an Optical Cortex Display Matrix), electronic tools (+1 to Construction, Fabrication, Repair, and Engineering rolls), and Vehicles (+1 to operate any Vehicle equipped with a Cyber-Link, +2 if the Character is also equipped



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with an Optical Cortex Display Matrix).

Cyber Linked equipment can be used in unorthodox ways – for example, firearms with cyberlinks generally have a camera installed on them, so that they can be used to enhance targeting. If a character has a cyberlink, a cyber-linked firearm, and an Occipital Cortex Display Matrix, they can poke the firearm around a corner and use it as a remote camera, seeing the visual feed from the weapon's cyber camera. Doing so would require a roll using the Perception statistic and the Use Cyberware skill.

A Cyber Link costs $2,000.00.

**Implanted Communicator**: This electronic array rests alongside both inner ears. It functions as a short-range receiver and transmitter, having a range of ½ mile.

The Character must be equipped with an Audio Cortex Listening Matrix in order to hear signals sent on the Implanted Communicator.

It is not necessary for a Character to vocalize in order to send messages, although they certainly can. Messages can be sent strictly by mental command, although when sent like this they are extremely digitized, carrying no emotion or tonal quality. A character can also quietly "sub-vocalize" a message which will be picked up through bone conduction. It is extremely unlikely that anyone will hear the sub-vocalized message (-4 to perception checks).

The Implanted Communicator can send/receive on a wide variety of frequencies – the frequency can be controlled by mental command.

If the Character also has a Bio Wi-Fi Node, the Implanted Communicator can "piggy-back" its signal onto the Wi-Fi signal, and boost its range to 2 miles.

An upgraded version of the Implanted Communicator is also available, which includes military level Signal Scrambling for secure communications.

The basic Implanted Communicator is available for $600.00. The Mil-Spec scrambled upgrade costs $2,000.00.

**Myelin Conductive Sheathing**: This is a system of layering micrometer-thin wiring along key motor nerve trunks, increasing the rate of nerve transmission. This is a full body boost to the Dexterity stat.

The cost of the reinforcement is based on the Character's current level of Dexterity. The reinforcement must be purchased one level at a time.

| Going from Dexterity | To Dexterity | Costs |
|---|---|---|
| 4 | 5 | $2,000 |
| 5 | 6 | $4,000 |
| 6 | 7 | $8,000 |
| 7 | 8 | $16,000 |
| 8 | 9 | $32,200 |
| 9 | 10 | $64,000 |

For Example: *Bob wants to be more effective as a shooter and at manual dexterity in general. He decides to boost his Dexterity stat from a 7 to a 10, becoming a Dexterity monster. The first level of Reinforcement (from 7 to 8) costs him $16,000. The second level of Reinforcement (from 8 to 9) costs him $32,000. The third level of Reinforcement (from 9 to 10) costs him $64,000. Total cost of the Reinforcement is $112,000. Bob now has a Dexterity stat of 10.*

**Adrenal "Zone" Modification**: This is a neurological re-wiring of the body's parasympathetic nervous system, giving a level of conscious control to the Character's "Fight or Flight" reflexes. With this system, a Character can temporarily boost their Initiative and Speed stats.

The boost to Initiative and Speed lasts for twelve combat turns – one minute. Once the minute is up, the Character can not activate the boost again for another twelve turns – another minute. The body has to be able to produce enough neurochemicals and adrenaline to boost once more.

Using this modification too often is extremely stressful on the body. A character can use this system up to their Stamina stat in number of times per 24 hour period. (It does not magically reset every midnight; the safe number is always Stamina per 24 hours). For every use of



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the modification PAST Stamina within 24 hours, use of the system costs the Character one Shrug.

Cost of the system depends on the level of boost that it offers.

| Level of Boost | Cost |
|---|---|
| +1 Initiative, +3 Speed | $2,000 |
| +2 Initiative, +6 Speed | $4,000 |
| +3 Initiative, +10 Speed | $6,500 |

## Structural Enhancements

These enhancements reinforce body structures, increasing strength and durability. These are usually more difficult surgeries, requiring at least a week of recovery time in a medical facility. Cost of installation is still included in the cost of the Cyberware.

**Single-Arm Reinforcement**: This is a system of braces and joint-replacements that increase the strength of a single arm. This does not increase the ability of the character to lift weight with this arm unless the character also has the General Frame Reinforcement. It DOES increase the amount of damage that the character can do when attacking with the arm, in either hand-to-hand or melee combat.

This reinforcement is also useful for Characters who want to handle firearms with ridiculous amounts of kick one-handed.

The character also receives an additional Shrug of Armor in that arm alone per level of Reinforcement. These Shrugs are only good for taking damage, they do nothing for Bursts of Speed, Bursts of Strength, or enduring environmental difficulties.

The cost of the reinforcement is based on the Character's current level of Strength. The reinforcement must be purchased one level at a time.

| Going from Strength | To Strength | Costs |
|---|---|---|
| 4 | 5 | $200.00 |
| 5 | 6 | $600.00 |
| 6 | 7 | $1,000.00 |
| 7 | 8 | $1,500.00 |
| 8 | 9 | $3,000.00 |
| 9 | 10 | $7,000.00 |

For Example: *Bob wants to boost the strength of his shootin' arm from 7 to 9. The first level of Reinforcement, from 7 to 8, costs $2,000. The second level of Reinforcement, from 8 to 9, costs $3,600. The total cost for Reinforcing his right arm from strength 7 to strength 9 is $5,600. He now has a Strength of 9 in his Right Arm only, and two Shrugs of Armor in that arm.*

**Two Arm Reinforcement**: This is a system of braces and joint-replacements that increase the strength of both arms. This does not increase the ability of the character to lift weight unless the character also has the General Frame Reinforcement. It DOES increase the amount of damage that the character can do when attacking with their arms, in either hand-to-hand or melee combat.

This reinforcement is also useful for Characters who want to handle firearms with ridiculous amounts of kick one-handed, one in each hand.

The character also receives an additional Shrug of Armor in each arm per level of reinforcement. These Shrugs are only good for taking damage, they does nothing for Bursts of Speed, Bursts of Strength, or enduring environmental difficulties.

The cost of the reinforcement is based on the Character's current level of strength. The reinforcement must be purchased one level at a time.

| Going from Strength | To Strength | Costs |
|---|---|---|
| 4 | 5 | $400.00 |
| 5 | 6 | $800.00 |
| 6 | 7 | $1,500.00 |
| 7 | 8 | $3,000.00 |
| 8 | 9 | $6,000.00 |
| 9 | 10 | $10,000.00 |

For Example: *Bob has decided that he wants to become an Arm Strength Monster, and take the strength in his arms from 7 to a strength of 10. He starts with the first level of Reinforcement (from 7 to 8) for $4,000. Then he adds the second level of Reinforcement (from 8 to 9) for $7,200. Going for broke (literally), he adds the third level of Reinforcement (from 9 to 10) for $13,600. The total for the Reinforcement is $24,800. He now has a Strength of 10 in both arms, and 3 Shrugs of Armor in each arm.*

**Leg Reinforcement**: This is a system of braces and



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joint-replacements that increase the strength of both legs. There are currently no systems available to increase the strength of only one leg. This does not increase the ability of the character to lift weight unless the character also has the General Frame Reinforcement. It DOES increase the amount of damage that the character can do when attacking with their legs in hand-to-hand combat. The Strength from Leg Reinforcement DOES also factor into calculations for Jumping.

This reinforcement also substantially increases the character's running speed. For each level of Reinforcement purchased, the Character's Speed statistic increases by 3. It also grants an additional Armor Shrug for each level of Reinforcement purchased. (Like all Armor Shrugs, these Shrugs are only good for taking damage, they does nothing for Bursts of Speed, Bursts of Strength, or enduring environmental difficulties).

The cost of the reinforcement is based on the Character's current level of strength. The reinforcement must be purchased one level at a time.

| Going from Strength | To Strength | Costs |
|---|---|---|
| 4 | 5 | $500.00 |
| 5 | 6 | $900.00 |
| 6 | 7 | $1,600.00 |
| 7 | 8 | $4,000.00 |
| 8 | 9 | $7,000.00 |
| 9 | 10 | $12,000.00 |

For Example: *Bob is trying to get himself some extra performance, so he elects to boost his legs' Strength of 7 to a Strength of 8. The first level of Reinforcement (from 7 to 8) costs $5,500. The second level of Reinforcement (from 8 to 9) costs $8.700. The total cost of the Reinforcement is $14,200. He now has a Strength of 9 in his legs, which modifies his damage when using his legs and his jumping. His Speed statistic has increased by 6. He also has 2 Shrugs of Armor in his legs.*

**General Frame Reinforcement**: This is a full-body rework, implanting structural braces and reinforcing key stress points in the skeleton with alloys. Not only does this Reinforcement make the body more durable, but it allows a Character who has reinforced limbs to use those limbs to their full advantage. A Character with a reinforced arm, reinforced arms, or reinforced legs can use their full limb Strength for lifting as well as damage.

A General Frame Reinforcement gives the Character a +1 to their Stamina Stat, and an additional Shrug.

General Frame Reinforcement costs $20,000.

**Carbon-Fiber Muscle Weave**: This reinforcement weaves Carbon Fiber through the muscle tissues, increasing their strength and durability. This is a full-body increase in the Strength stat.

The cost of the reinforcement is based on the Character's current level of strength. The reinforcement must be purchased one level at a time.

| Going from Strength | To Strength | Costs |
|---|---|---|
| 4 | 5 | $500 |
| 5 | 6 | $1,000 |
| 6 | 7 | $2,000 |
| 7 | 8 | $4,000 |
| 8 | 9 | $8,000 |
| 9 | 10 | $16,000 |

For Example: *Bob wants to Buff himself up in general, and go from a Strength stat of 7 to a Strength stat of 9. The first level of Reinforcement (7 to 8) costs him $8,000. The second level of Reinforcement (8 to 9) costs him $16,000. Total cost for the Reinforcement is $24,000. Bob now has a Strength stat of 9.*

**Polymer Tissue Reinforcement**: This treatment layers a resilient layer of permeable Polymer around the major organs, giving them increased support and durability. During the process, the Character's lung capacity is increased with polymer pockets mimicking lung tissue, and the heart muscle itself has carbon fibers woven through it to increase its durability. This is a full-body increase in the Stamina stat.

The cost of the reinforcement is based on the Character's current level of Stamina. The reinforcement must be purchased one level at a time.

| Going from Stamina | To Stamina | Costs |
|---|---|---|
| 4 | 5 | $500 |
| 5 | 6 | $1,000 |
| 6 | 7 | $2,000 |
| 7 | 8 | $4,000 |
| 8 | 9 | $8,000 |
| 9 | 10 | $16,000 |

For Example: *Bob wants to be more resistant to damage and stress, so he decides to boost his Stamina stat from a 7 to a 10, becoming an endurance monster. The first level of Reinforcement (from 7 to 8) costs him $16,000. The second level of Reinforcement (from 8 to 9) costs him $32.000. The third level of Reinforcement (from 9 to 10) costs him $64,000. Total cost of the Reinforcement is $112,000. Bob now has a Stamina stat of 10.*

**Enhanced Joint Bearings and Tendon Replacement**: This procedure reinforces most of the body's joints, replacing ball-joints with low-friction Rotation bearings



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and the like. It also replaces the major tendons with flexible carbon fiber weaves. This is a full -body increase in the Agility stat.

The cost of the reinforcement is based on the Character's current level of Agility. The reinforcement must be purchased one level at a time.

| Going from Agility | To Agility | Costs |
|---|---|---|
| 4 | 5 | $1,000 |
| 5 | 6 | $2,000 |
| 6 | 7 | $4,000 |
| 7 | 8 | $8,000 |
| 8 | 9 | $16,000 |
| 9 | 10 | $32,000 |

For Example: *Bob wants to be more athletic and acrobatic, but he doesn't want to go through months of working out and dedication, so he decides to boost his Agility stat from a 7 to a 10, becoming a freak of nature. The first level of Reinforcement (from 7 to 8) costs him $16,000. The second level of Reinforcement (from 8 to 9) costs him $32,000. The third level of Reinforcement (from 9 to 10) costs him $64,000. Total cost of the Reinforcement is $112,000. Bob now has an Agility stat of 10.*

**Dermal Carbon Fiber Weave**: This is a week-long process of having clear carbon fibers woven throughout the subcutaneous skin layers. It's done very slowly and with molecule-precise nano technology, so that the skin's healing processes and production of new skin cells is not hindered. This is a full body reinforcement that increases the Damage Resistance of the subject.

| Bonus | Cost |
|---|---|
| +5 to Damage Resistance | $1,250 |
| +10 to Damage Resistance | $2,500 |
| +20 to Damage Resistance | $5,000 |

# PROSTHETIC REPLACEMENT

Every so often, it becomes necessary to replace a part of the body that has been badly damaged beyond repair. Amputated limbs, damaged eyes, worn-out hearts, even a whole body can be replaced with mechanical or biomechanical replacements that work as well, or better than, the original parts.

The prices presented here represent the prices for state-of-the-art replacements, responding to direct interface with the motor nervous system and offering feedback through sensory nerves. They function exactly as the original parts, except as stated in the individual item notes.

These parts appear to be the same as the original part, with artificial skin (complete with hairs and pores) and features to appear completely natural. A component that can be seen from the surface (an eye, an arm, a leg) can be determined to be artificial on a successful Perception plus Investigation or Perception plus Fabrication check. These components can be purchased more cheaply (a 25% discount to the base cost) by not adding the synthetic skin and features, rendering them obviously cybernetic. Persons displaying obvious Cyberware can have difficulty with airport security and law enforcement – it usually looks dangerous, somehow.

Most Cyberware replacement parts are powered by extremely efficient flexible batteries that are incorporated into the structure of the replacement itself. They recharge off of the body movement of the Character, especially during the Character's sleep cycle, and rarely need additional charging. Limbs are equipped with charging cords that can be plugged into wall sockets, but this need be done only very rarely as the batteries are very efficient.

Full Replacement Bodies contain small reactors which power them, and are generally self-sufficient. A reactor generally needs to be serviced every five to ten years, depending on the reliability of the model.

# LIMBS

## REPLACEMENT ARM (HALF)

Capable of replacing an arm that has been amputated to the elbow or just above. Functions with the statistics of the original unless modifications are purchased, has a Damage Resistance of 16, one Armor Shrug, and can contain one concealed component. $10,000.



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### REPLACEMENT ARM (HALF) MODIFIERS

**+1 to Dexterity**: Affects the Replacement Arm, Half only. For each +1 to Dexterity in that arm alone, $2,500, maximum +3.

**+1 Damage Resistance:** Affects the Replacement Arm, Half only. For each +1 to Damage Resistance, $200, maximum +10.

**+1 Armor Shrug**: Affects the Replacement Arm, Half only. For each +1 Armor Shrug, $2,500, maximum 3.

**+1 Hand Strength**: Affects the Replacement Arm, Half only – adds only to Grappling damage and attempts to resist disarming. For each +1, $3,750, maximum 3.

**Reinforced Striking Surfaces**: Affects the Replacement Arm, Half only. For each +1 to damage in Hand to Hand attacks using the replaced hand, $5,000, maximum 3.

## REPLACEMENT ARM (WHOLE)

Capable of replacing an arm that has been amputated to the shoulder, including replacing the shoulder joint. Includes the scapula (shoulder-blade) and reinforcement of the collar bone and other structures supporting the shoulder. Has a Damage Resistance of 18, two Armor Shrugs and can contain two concealed components. $15,000.

### REPLACEMENT ARM (WHOLE) MODIFIERS

**+1 to Dexterity**: Affects the Replacement Arm, Whole only. For each +1 to Dexterity in that arm alone, $3,500, maximum +3.

**+1 Damage Resistance:** Affects the Replacement Arm, Whole only. For each +1 to Damage Resistance, $250, maximum +10.

**+1 Armor Shrug**: Affects the Replacement Arm, Whole only. For each +1 Armor Shrug, $3,000, maximum 5.

**+1 Arm Strength**: Affects the Replacement Arm, Whole only – adds to Grappling damage and attempts to resist disarming. If the Character also has a General Frame Reinforcement, this modification adds to the character's ability to lift with this arm only. For each +1, $4,500, maximum 3.

**Reinforced Striking Surfaces**: Affects the Replacement Arm, Whole only. For each +1 to damage in Hand to Hand attacks using the replaced hand, including Elbow and Tackle attacks. $6,000, maximum 3.

## REPLACEMENT LEG (HALF)

Capable of replacing a leg that has been amputated to the knee, or just above. Has a Damage Resistance of 18, one Armor Shrug, and is capable of holding two concealed components. $12,500.

### REPLACEMENT LEG, HALF MODIFIERS

**+1 Damage Resistance:** Affects the Replacement Leg, Half only. For each +1 to Damage Resistance, $200, maximum +10.

**+1 Armored Shrug**: Affects the Replacement Leg, Half only. For each +1 Armor Shrug, $3,000, maximum 3.

**Reinforced Striking Surfaces**: Affects the Replacement Leg, Half only. For each +1 to damage in Hand to Hand attacks declared as Kicks, $5,000, maximum 3.

## REPLACEMENT LEG (WHOLE)

Capable of replacing a leg that has been amputated to the hip. Includes replacement of part of the pelvis and reinforcement of the remaining pelvis. Has a Damage Resistance of 20, two Armor Shrugs and can contain four concealed components. $25,000.

### REPLACEMENT LEG, WHOLE MODIFIERS

**+1 Damage Resistance:** Affects the Replacement Leg, Whole only. For each +1 to Damage Resistance, $250, maximum +10.

**+1 Armored Shrug**: Affects the Replacement Leg, Whole only. For each +1 Armor Shrug, $5,000, maximum 5.



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**Reinforced Striking Surfaces**: Affects the Replacement Leg, Whole only. For each +1 to damage in Hand to Hand attacks declared as Kicks, Knee Strikes, or Tackles, $6,000, maximum 3.

### TWO-LEG REPLACEMENT (HALF) MODIFICATIONS

If the Character is having both legs replaced, but both legs are not Whole Leg replacements, they can purchase the following modifications. This includes situations where one leg is a Whole Leg Replacement, but the other is a Half Leg Replacement.

**+5 to Speed Statistic**: $3,750, can be purchased up to 3 times for a maximum of +15 to the Speed stat.

**+3 to Jumping Distances**, $5,000. Can be purchased up to three times for a maximum of +9 feet to all Jumping Distances.

### TWO-LEG REPLACEMENT (WHOLE) MODIFICATIONS

If the Character is having both legs replaced, and both legs are Whole Leg Replacements, there is an additional $10,000 procedure to completely replace the pelvis and lower back, giving the Character +1 to their Stamina statistic.

**+10 to Speed Statistic**: $5,500. Can be purchased up to 3 times for a maximum of +30 to the Speed Statistic.

**+5 to Jumping Distances**, $7,500. Can be purchased up to three times for a maximum of +15 feed to all Jumping distances.

**+50 lbs of Dead Lift**: $3,500. Can be purchased up to four times for a maximum of +200 lbs to Dead Lift. If the Chracter also has General Frame Reinforcement, this becomes +100 lbs of Dead Lift with a maximum of +400 lbs!

# SENSE ORGANS

## EYE REPLACEMENT

Replacing the function of a single eye. The replacement eye always functions with perfect 20/20 vision, feeding information to the optical cortex exactly as the original eye did. NOTE: Having a replacement eye does not interfere in any way with Neural Optical enhancements. $5,000.

### EYE REPLACEMENT MODIFIERS

**+1 Visual Perception**: For each +1 to Perception-based rolls based on sight, $2,000, maximum +3 (stacks with Neuro Optical enhancements).

**Night Vision**: Negates darkness penalties (except for Total Darkness, the system requires at least a match's light to operate). $2,400.

**Infra-Red Vision**: Allows the Character to see in heat patterns. Negates Total Darkness penalties, gives a +2 bonus to Perception rolls to track. $3,500.

**Ultra-Violet Vision**: A parlor trick, useful only when there's a source of Ultra Violet light to see by. Good for using in conjunction with UV Laser Sights. $2,000.

**Telescopic Vision**: Optical Zoom that allows the Character to see further, equivalent to a 20x Optical Zoom (allows the Character to clearly see things up to 2,000 meters away). $2,000.

**Microscopic Vision**: Modified Optical Zoom that allows the Character to see very small object, equivalent to a 50x Optical Magnification (allows the Character to see Bacteria, if they are both holding very still) Gives a +2 bonus to Fabrication and Repair rolls because it allows the Character to zoom in on fine details. $4,000.

### A NOTE ON SINGLE EYE MODIFICATION USE

Characters with only one Cyberware eye, or who only have certain visual enhancements in one of their eyes, stand the chance of getting severe headaches when using both eyes. When one eye is receiving Infra-Red Vision and the other isn't, the effect can be disorienting and even painful. It is recommended that Characters get matching modifications if they have two Cyberware eyes (for double the price), or that they have an eye-patch handy to cover one eye if they are using a modification that they have only in the other eye. Using a single-eye modification with both eyes open calls for a Will roll. If the Will roll is successful, there is no problem. On a failure of the Will roll, the Character will be at -1 to all actions for an hour due to a headache. On a critical failure of the Will roll, the Character will take a Shrug from the mental strain AND be at -1 to all actions for an hour due to a headache.



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### A NOTE ON TWO-EYE REPLACEMENT

If both eyes are replaced, the Character gains a permanent +1 to their Perception Stat (may take Perception above 10). An additional processor may be added to the Character (takes up space in the sinuses) which gives the benefit of +3 to all Sight-based Perception rolls for a cost of $6,750.

## EAR REPLACEMENT

This replaces not only the workings of the inner ear, but also the structure of the outer ear if it has been lost. $3,500.

### EAR REPLACEMENT MODIFIERS

**+1 Audio Perception**: For each +1 to Perception-based rolls based on hearing, $2,000, maximum +3 (stacks with Neuro Audio enhancements).

**High/Low Frequency Hearing**: Allows Character to hear sounds that are usually above the range of human hearing (dog whistles, hum of electronics) as well as subsonic sounds. $2,750

### A NOTE ON TWO-EAR REPLACEMENT

If both ears are replaced, an additional processor may be added to the Character (takes up space in the sinuses) which allows the Character to pinpoint individual sounds, giving a benefit of +2 on all Perception based rolls to track, for a cost of $4,500.

**Olfactory Replacement:** A complex chemical analysis system that replaces a lost sense of smell, resting inside the Character's nasal cavity and sinuses. Includes a replacement of the external nose if that has been lost. $8,000.

### OLFACTORY REPLACEMENT MODIFIERS

**Detailed Chem Analysis Suite**: (Requires Implanted Computer!) Interfaces with an Implanted Computer to give a detailed read-out of the current chemical composition of the air being breathed by the Character. Included software not only provides easy-to-understand readouts but also includes alerts if harmful levels of dangerous chemicals (including Carbon Monoxide, nerve agents, knock-out-gas, et cetera) are detected. Gives a +2 to Stamina plus Toughness rolls to resist succumbing to air-borne toxins. $3,000.

## ARTIFICIAL PALATE

Replaces a damaged mouth-lining and tongue, giving the Character a sense of taste with a system much like the Olfactory Replacement's chemical analysis suite. The artificial tongue has a number of advantages over the natural tongue, including more precise control, a slight increase in strength, and endurance, giving the Character a +2 to Seduction-based rolls where use of the Tongue is a factor. $10,000.

### ARTIFICIAL PALATE MODIFIERS

**Detailed Chem Analysis Suite**: (Requires Implanted Computer). Interfaces with an Implanted Computer to five a detailed read-out of the chemical composition of the contents of the mouth. Included software not only provides easy-to-understand readouts and determines the culinary ingredients of eaten food, but also provides alerts if harmful levels of dangerous chemicals (arsenic and other oral poisons, botulism toxin, Chloryl Hydrate, et cetera) are detected. Gives a +2 to Cooking-based rolls to determine the recipe of eaten food, and a +2 to Stamina plus Toughness rolls to resist succumbing to food or drink-borne toxins. $3,500.

# INTERNAL ORGANS

## ARTIFICIAL HEART

Completely self-contained, this high-capacity pump replaces the function of the human heart and operates tirelessly and efficiently. A microprocessor in the heart reads stimulus from the body systems, automatically determining when the heart rate needs to increase or decrease. Powered by an efficient set of flexible batteries which recharge from body heat and motion, the Artificial Heart is guaranteed to function for a minimum of fifty years, and with service can easily double that period. Gives a +1 to the Stamina statistic (can take Stamina over 10). $15,000.



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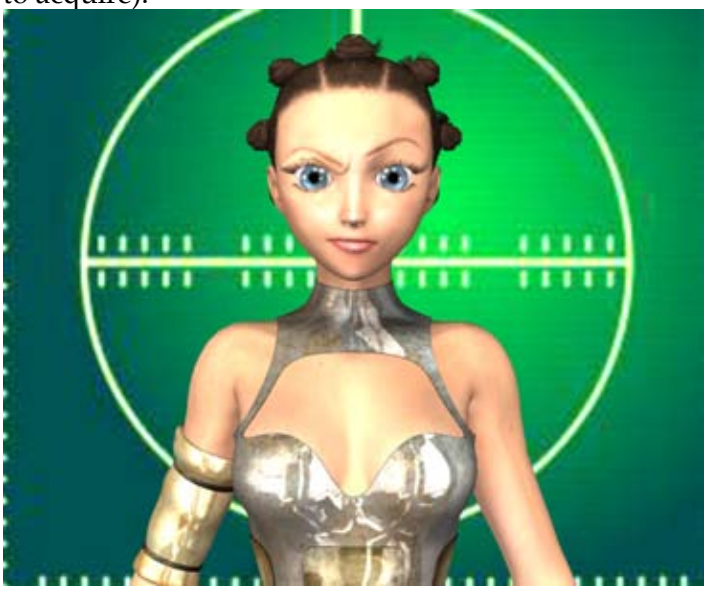
### ARTIFICIAL HEART MODIFIERS

**Conscious Control Link**: (Requires Implanted Computer) Gives the Character conscious control over the speed at which the Artificial Heart pumps. This allows the character to speed up their heart in anticipation of heavy action (giving a +1 to Stamina rolls to check endurance), slowing down the heart to calm the body (giving a +1 to resist interrogation or other mental stresses), or even slowing the heart to simulate a coma (giving a +2 to Acting rolls to simulate illness). The commercial version of the Conscious Control Link won't slow the heart more than this, but there are rumors of a version that actually allows the Character to commit suicide simply by stopping their heart, and might even allow the Character to simulate suicide by slowing the heart dangerously, then bringing it back up to speed after a pre-determined time, though this is very risky. The commercial version is $2,000, the Black Version is $5,000 (and would require a Streetwise roll to acquire).



## ARTIFICIAL LUNG

Replaces one lung, using an enzyme/chemical process to facilitate the Oxygen/Carbon Dioxide exchange. More durable than the human lung, and also "Teflon Coated," so that pollutants and smoke particles can not stay in the lungs. Respiratory illnesses have no affect on artificial lungs, and artificial lungs produce and retain no mucous. A character with one Artificial Lung has a +1 to their Stamina Stat (can take Stamina over 10), and a +3 to resist respiratory illnesses. A character with two Artificial Lungs has a +1 to their Stamina Stat (can take Stamina over 10) and one additional Shrug, and is effectively IMMUNE to respiratory illnesses. $12,000 per lung.

### ARTIFICIAL LUNG MODIFIERS

**High Capacity Cell**: Stores additional oxygen in a small cell of the lung, allowing the character to triple the amount of time they can hold their breath (multiplies this time by 5 if both lungs are replaced). $2,500.

**Toxin Filter**: Set of NBC filters which filter out many common toxic chemicals. Gives a +3 on Stamina plus Toughness rolls to resist air-borne toxins. (+5 if both lungs are replaced) $5,000.

**Auto Shut-Down**: (Requires Olfactory Replacement equipped with Detailed Chem Analysis Suite). Links the Olfactory Replacement to the Lung(s), so that an alert of dangerous chemicals closes off the lung automatically. The lung can be re-opened with a conscious thought, or it will automatically re-open if the local air becomes safe (from moving into another room or donning a re-breather, et cetera). Gives a +3 to resist air-borne toxins (+10 (!) to resist air-borne toxins if both lungs are replaced). $1,250

## ARTIFICIAL DIGESTIVE SYSTEM

Replaces the digestive tract, from the esophagus to the rectum. Useful for persons with cancer along the digestive tract, or who have suffered internal injuries rendering digestion difficult or impossible. The artificial digestive system allows the person to consume food normally, as they did before. A bonus is that this system can be adjusted to allow only a certain amount of calories to be ingested, preventing the formation of fat cells and the gaining of weight. A person with the Artificial Digestive System can eat as much as they want of whatever they want without having to worry about gaining or losing weight, although if someone eats an entire turkey and follows it with an entire cheesecake, and uses only five percent of it, the other ninety-five percent is going to leave in an exceptionally messy and prolonged manner the next day. Having an Artificial Digestive System makes the character immune to diseases affecting the Digestive system. Cost: $20,000.

### ARTIFICIAL DIGESTIVE SYSTEM MODIFIERS

**Caloric Storage Cell**: Once food has been consumed and processed to base nutrients, this option to the Artificial Digestive System stores the chemical energy, allowing the character to live without eating for up to a week. The system is assumed to be constantly storing and renewing its supply, until the character is forced to



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go without food. Cost: $7,500.

**Hydration Module:** This system stores excess water. If the character should go into a situation where water is needed but not readily available, the Hydration Module holds enough water to keep the character from suffering from thirst for a week. The system is assumed to be constantly storing and renewing its supply, until the character is forced to go without water. Cost: $6,000.

**Auto Purge:** (Requires Artificial Palate with Detailed Chem Analysis Suite) This system links the chemical sensors in the Detailed Chemical Analysis Suite with the pumping and processing systems of the Artificial Digestive System. Should the chem. Analysis suite detect any chemicals in the digestive tract that are harmful, such as poisons or narcotics, the Digestive System will immediately stop processing, and signal the character equipped with the system that it needs to purge… Now. The character has up to five minutes to locate someplace to regurgitate safely, after which the system automatically reverses and pumps all of the tainted materials out of the system. The system can be preset when it is installed to ignore certain substances, such as alchohol or medications. If the character also has an Implanted Computer, they can set the system to ignore certain substances at will, and trigger the Auto Purge anywhere up to half an hour after the system detects objectionable substances. Cost $6,500.

## ARTIFICIAL ENDOCRINE SYSTEM

This is a complex package of artificial "wonder glands" and other systems that produce chemical analogs to natural proteins and hormones. It is useful for people who lose important glands to cancer or other diseases, or who suffer damage to them through internal injuries. Not only does this system provide effective chemical analogs to important natural glandular secretions, it also filters the person's blood. The primary limitation to this system is that it can not reproduce the function of the sex glands; it can produce analog testosterone and/or estrogen, but it can not produce sperm or eggs. The character with this system is Infertile. On the upside, they have a +3 to resist the effects of drugs, poisons, and alcohol, and are completely immune to diseases that affect the endocrine system. As an added bonus, females with this system do not menstruate. Cost: $30,000.

### ARTIFICIAL ENDOCRINE SYSTEM MODIFIERS

**Fertility Module**: This module allows the Artificial Endocrine System to carry cloned and/or donor sperm (for males) or eggs (for females). It also optimizes the use of the sperm or eggs, so that (for males) casual sex or masturbation does not deplete the supply, or that (for females) the eggs are not lost on a monthly cycle (the character still does not menstruate). The stored sex cells are only used when the character attempts to achieve impregnation. Cost: $15,000.

**Enhanced Filters**: These are a hardier set of filters for the Artificial Endocrine System, which literally scrub the blood of any toxins or narcotics. They can be pre set at installation to ignore certain substances, such as alcohol or medications. These filters make the character essentially immune from poisons and narcotics, except for substances they are designed to ignore. (Warning: As good as this system is, there is always some crazy scientist out there trying to figure out ways past it… *caveat emptor*). Cost: $25,000.

**Adrenal Management System**: This module reacts to stresses upon the character's body by increasing production of Adrenaline analog. The character receives the benefits of the Pro Jumper, Pro Lifter, and Pro Runner merits – they do not spend a Shrug for "Bursts of Speed" or a "Burst of Strength." More, they receive the benefit of the Quick merit, a +3 to their Speed statistic. Cost: $50,000.

# IMPLANTED WEAPONS

It is only natural when people start to modify their bodies that they think "Hey! How do I get something in here to hurt people more?" Implanted weapons come in two varieties – the type that can be implanted in flesh, and the type that must be made the component of a full prosthetic replacement. As a rule, blades and other melee weapons can be installed in both flesh and prosthetics, while guns of any kind must be installed only in prosthetics.

## MELEE IMPLANTS

### CYBER CLAWS

"SHING!" "SNIKT!" "AAAAA, MY SPLEEN!" These blades rest in ceramic sheathes under the skin or in special storage compartments in a cyber-limb until they are needed. Then, a mental command causes them to



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spring forth, ready to slice and impale. They can be installed in the arm, the hand, the foot, or the leg. If you're the type for going over the top, they can be installed in all of these places.

| Weapon Name | Cyber Claws |
|---|---|
| Accuracy | +1 |
| Damage | Strength +2 |
| Range | Melee |
| Shots | - |
| Weight | 1/2 lb |
| Kick | -0 |
| AP | 2 |
| Damage Resistance | 20 |
| Shrugs | 1 |
| Cost | $500.00 |

## CYBERBLADE

The bigger, meaner cousin of cyber claws. This blade is over a foot long, and can be installed only in the arm or the leg. (In the arm, it can be installed to extend forward, either over or under the hand, or backward, past the elbow. In the leg, it can only be installed to extend upward, past the knee – not recommended for the careless).

| Weapon Name | Cyberblade |
|---|---|
| Accuracy | +1 |
| Damage | Strength +4 |
| Range | Melee |
| Shots | - |
| Weight | 1 lb |
| Kick | -0 |
| AP | 2 |
| Damage Resistance | 25 |
| Shrugs | 2 |
| Cost | $1,000.00 |

### KNUCKLE BASH

This is a brutally effective reinforcement of the knuckles on one hand. The reinforcement is under the surface and effectively invisible, but makes the character's punches truly punishing. Similar reinforcements are available for the kicking surfaces of the foot, the elbow, the knee, and even the forehead.

| Weapon Name | Knuckle Bash |
|---|---|
| Accuracy | +0 |
| Damage | Strength +3 |
| Range | Melee |
| Shots | - |
| Weight | 1/2 lb |
| Kick | -0 |
| AP | 0 |
| Damage Resistance | 22 |
| Shrugs | 1 |
| Cost | $400.00 |

### TASERTOUCH

It is difficult, but not impossible, to implant the Tasertouch in living flesh. The Tasertouch, as its name implies, allows the character to deliver a punishing electrical charge by scoring a successful Hand to Hand attack to their opponent. A highly efficient rechargeable flexible battery powers the Tasertouch. It is capable of firing five times before it must recharge through non-use for ten hours (two hours of non-use recharges one shot). Body heat and movement provide the current for recharging.

The Tasertouch causes the target of a successful attack to make a roll against their Stamina stat plus their Toughness skill, at a penalty of -5. If this roll is failed, the target goes Unco with Shrugs. The Tasertouch does no actual damage.

Cost: $1,200.

## GUN IMPLANTS

There are a number of reasons that firearms can not be implanted in flesh. For one, guns generate substantial heat when fired, which would damage surrounding tissue. For another, guns must be loaded on a fairly regular basis, and implanting a special port in flesh just for putting bullets into the arm raises levels of complications that make the process ill-advised.

Further, guns jam. They need to be maintained, disassembled, cleaned, reassembled, and lubricated on a regular basis. Undergoing surgery to remove the gun so it can be taken care of every week or so would start to cut into the character's schedule, and even at the High level of technology, it would soon compromise the flesh that the gun is implanted in. So, firearms can



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be installed only in prosthetic limbs. Ideally arms, but we're not going to tell you not to put it in a leg if you absolutely must.

Guns can be installed in two different ways, basically. The first is a pop-up compartment in the arm or leg – an external door pops open, clearing the gun to fire. This necessitates a scar-like line in the synthetic skin which marks the location of the door.

The second way is to install the gun so that it fires through a port in the palm, near the heel of the hand. This necessitates a small mark in the palm of the hand where the port of the gun is, which dilates open for firing.

Either way, there will be a small section of the arm with a scar-like marking in a square or ellipse, where the gun can be accessed for loading and/or cleaning and maintenance.

Guns installed in Cyberware are automatically assumed to be Cyberlinked…. They can be fired by mental command. The character MUST have the Cyber Link neural ware (and optionally the Occipital Display Matrix) in order to receive the bonuses for the Cyber Link.

## CYBERGUN CLASS ALPHA

The alpha class cybergun fires .22 pistol ammunition with a single shot action. It is excellent for covert operations as it has an integral suppressor. Often, it is loaded with armor piercing ammunition to increase its combat effectiveness.

| **Weapon Name** | Cybergun Class Alpha |
|---|---|
| **Accuracy** | +1 |
| **Damage** | 10 |
| **Range** | 15 / 20 / 40 / 80 |
| **Shots** | 16 |
| **Weight** | 1 lb |
| **Kick** | -0 |
| **AP** | 0 |
| **Damage Resistance** | 22 |
| **Shrugs** | 1 |
| **Cost** | $1,500.00 |

Integral silencer gives a penalty of -3 to anyone attempting to observe or spot the shooter.

.22 caliber ammunition, standard; $0.05 a shot
.22 caliber ammunition, armor piercing; $0.15 a shot (ignores 2 Armor Shrugs)

## CYBERGUN CLASS BETA

The beta class cybergun fires .45 pistol ammunition with a single shot action. It is favored by operatives who need stopping power, and don't mind making noise and/or a mess.

| **Weapon Name** | Cybergun Class Beta |
|---|---|
| **Accuracy** | +1 |
| **Damage** | 15 |
| **Range** | 15 / 20 / 40 / 80 |
| **Shots** | 10 |
| **Weight** | 1 1/2 lb |
| **Kick** | -0 |
| **AP** | 0 |
| **Damage Resistance** | 22 |
| **Shrugs** | 1 |
| **Cost** | $2,000.00 |

.45 caliber ammunition, standard; $0.85 a shot
.45 caliber ammunition, armor piercing; $2.55 a shot (ignores 2 Armor Shrugs)

## CYBERGUN CLASS GAMMA

Fires steel flechettes using a fully automatic electromagnetic railgun system. Devastating against armored opponents, although the ammunition tends to give away the fact that the shooter is using High technology.

| **Weapon Name** | Cybergun Class Gamma |
|---|---|
| **Accuracy** | +2 |
| **Damage** | 10 |
| **Range** | 50 / 100 / 200 / 400 |
| **Shots** | 100 |
| **Weight** | 1 lb |
| **Kick** | -0 |
| **AP** | 5 |
| **Damage Resistance** | 20 |
| **Shrugs** | 1 |
| **Cost** | $4,500.00 |

Can fire single shot, 3 round burst, or full auto.



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.05 millimeter steel flechette; $0.75 a shot

### CYBERGUN CLASS X

Highly experimental, this cybergun is a high energy weapon, firing a charged particle beam along a targeting laser. It is deadly accurate, intensely powerful, and very, very flashy. There's no silencing or suppressing the beam, and while it leaves no projectile for analysis, the burn marks and molten material this weapon leaves in its wake can be quite distinctive.

| **Weapon Name** | Cybergun Class X |
|---|---|
| **Accuracy** | +3 |
| **Damage** | 25 |
| **Range** | 100 / 200 / 400 / 800 |
| **Shots** | 40 |
| **Weight** | 1 lb |
| **Kick** | -0 |
| **AP** | 3 |
| **Damage Resistance** | 25 |
| **Shrugs** | 2 |
| **Cost** | $125,000.00 |

Can fire single shot or 3 round burts.

Standard battery $10.00

## FULL CONVERSION

Sometimes, you get so badly messed up that the surgeon tosses up his hands and says "Well, hell, I guess we can save the brain, but the rest of this guy is mulch." When it comes to that point, replacement of individual limbs and organs is an insufficient solution to the problems you are now faced with. The solution is an entire body made out of Cyberware, known as a "Full Cyborg Conversion." There are two classes of Full Conversion, known as a Secundus Conversion and a Primus Conversion.

### FULL CONVERSION SECONDUS

The Secundus Full Cyborg Conversion is a human analog in every possible way. Analog organs rest in the simulated chest cavity, and artificial blood flows in synthetic veins and arteries. The only portion of the original human body to remain in this conversion is the brain, with about four inches of the brain stem intact. The brain is supported by nutrients digested by the artificial digestive system and oxygen respirated by the artificial lungs, carried in the synthetic blood analog which is pumped by the cybernetic heart. The artificial endocrine system is limited to producing chemicals that affect the brain directly, as all of the rest of the body's systems are supported by mechanical and electronic means.

Sight, sound, taste, scent, even touch are all brought to the brain from cybernetic sensory organs. A vocal analog system using air from the artificial lungs allow the Secundus full 'borg to speak and express themselves. The alloy skeleton moves with the help of flexible electromagnetic piston-driven musculature. Power is supplied by a high-tech miniature reactor, safely snuggled away in the pelvis.

Any modifier that can be added to a full prosthetic replacement limb can be added to the limbs of the Secundus full 'borg, as can modifiers to the sensory or internal organs.

The base Secundus Full Conversion Cyborg body is of average appearance, and can pass for human. A successful roll on the Perception stat plus the Investigation, Medicine, or Cybernetics skill with a penalty of -3 will determine the cyborg's full nature, but casual inspection will notice nothing out of place about the person with this Cyberware.

The Secundus bleeds when it is cut (if you can cut it), and only a detailed analysis will determine that what it is bleeding is not blood. It can even convert food and water into blood analog with the onboard endocrine system, so to a limited degree, the Secundus can "heal." The Secundus heals normal damage at the same rate as any other character, recovering all lost Shrugs in one night's rest (at least 6 hours). Cinematic damage and/or amputations can not be healed by normal means by this full 'borg. Magical and/or psionic healing have NO effect on the Secundus 'borg – it only looks like living flesh. The Secundus can be repaired with a successful roll on the Intelligence stat plus the Repair skill, each successful roll (taking one hour) healing one lost Shrug. The Secundus can even make this roll itself, if it has at least one working arm.

Cinematic damage or amputations reveal the cyborg for what it truly is – the carefully constructed human façade is broken when a severed arm ends in bundled cables and alloy bone.

The base physical stats of the Secundus are all 8 –



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Strength, Stamina, Agility, and Dexterity. The 'Borg retains the Intelligence and Perception of the brain donor. Being made of extremely durable materials, the base Secundus has an additional +10 to their Damage Resistance, and two additional Shrugs.

Cost: $1,000,000

## FULL CONVERSION PRIMUS

The Primus Full Conversion Cyborg may look like a human being on the outside, but the inside is pure machine. A very small life support system keeps the brain alive and functioning. So long as the Primus takes time to drink a little water, crunch down something organic, and stay in an atmosphere, the brain will live and thrive. A few ounces of water and organic material a day will do.

Underneath the extremely effective simulated skin is rippling cables of alloy, layered over powerful motors and hydraulic actuators. The Primus is more solid and stronger than the Secundus, and is designed more for combat and endurance. It has the same sensory apparatus, but the sense of touch does not include input for pain.

Modifiers to prosthetic replacement limbs and sensory organs are available to the Primus Full Conversion, but not modifiers to the internal organs, as there basically are none.

Damage from blunt objects such as fists, sticks, bowling balls, and bathtubs does not reveal the mechanical nature of the cyborg. Any damage from sharp objects, however, tears the outer skin, and shows the gleaming metal underneath.

The Primus has an onboard system of nanotech that repairs damage at roughly the normal healing rate. Like the Secundus, six hours of rest will restore all lost Shrugs, except from Cinematic damage and amputations. A successful roll on the Intelligence stat plus the Repair skill (taking one hour) will restore a lost Shrug as well – this is also the only way to restore Cinematic damage and amputations.

The base physical stats of the Primus are all 10 – Strength, Stamina, Agility, and Dexterity. The 'Borg retains the Intelligence and Perception of the brain donor. Being made of extremely durable materials, the base Secundus has an additional +20 to their Damage Resistance, and three additional Shrugs. Full Conversion Modifiers CAN take the physical stats of the Primus Full Conversion Cyborg above 10!

Cost: $2,000,000

## FULL CONVERSION MODIFIERS

While all of the modifiers available to the individual cybernetic limbs are available to the full conversion 'borgs, some of the following modifiers are more efficient, such as modifiers to Strength, Damage Resistance, and Shrugs.

**Increased Damage Resistance**: For each +1 to Damage Resistance (maximum +10), $250

**More Shrugs:** For each additional Shrug (maximum +3), $10,000.

**Boosted Strength:** Strength +1, $7,000. Strength +2, $14,000. (NOTE: This CAN raise the stats of the Primus above 10!)

**Boosted Stamina:** Stamina +1, $7,000. Stamina +2, $14,000. (NOTE: This CAN raise the stats of the Primus above 10!)

**Boosted Agility:** Agility +1, $14,000. Agility +2, $25,000. (NOTE: This CAN raise the stats of the Primus above 10!)

**Boosted Dexterity:** Dexterity +1, $14,000. Dexterity +2, $25,000. (NOTE: This CAN raise the stats of the Primus above 10!)

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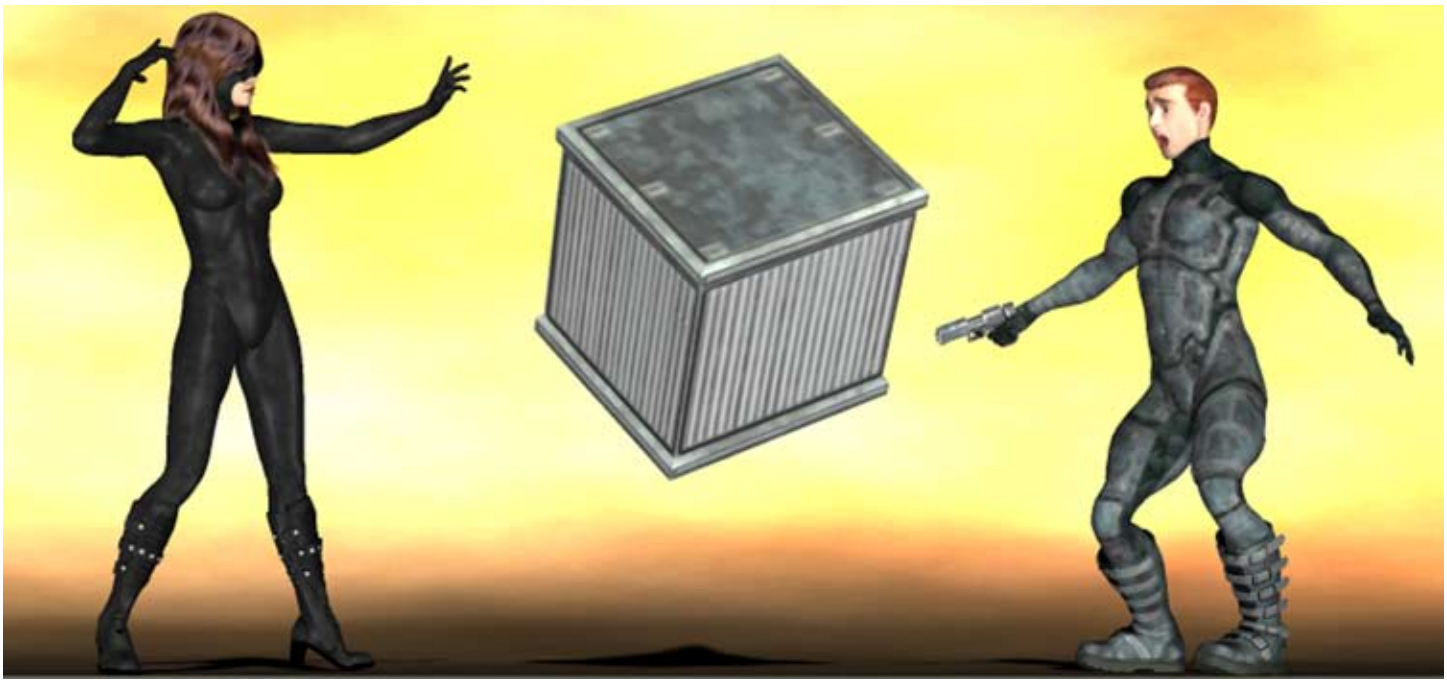

# PSIONICS

Characters and NPCs with the "Mind of Power" merit are known as psionicists. They use the power of their mighty minds to bend physical laws and affect the minds of others in ways that science is only starting to understand.

Psionic powers, or "disciplines," have some common statistics. They all have a Range at which they work, often based off of one of the psionicist's stats. Many of them do Damage or have an effect similar to damage which is also listed.

The purchase cost of a discipline is how much money it will cost in training and materials for the psionicist to develop the power, either at character creation or during play.

The Risk cost of a power is how many Risk points must be spent to activate or maintain the power. More on Risk expenditure blow.

The Activation Time of a power is how long a power must be concentrated on before it will go active. Most powers have an activation time of at least one round, meaning that the character must concentrate on the power for a full round (often making hand gestures or facial grimaces) before the power can be activated.

Finally, the Duration of the discipline is listed, which is how long the power will be active after a successful activation. Some powers can be maintained by spending additional Risk.

The use of most psionic powers requires the expenditure of Risk points in order to activate or maintain. On top of these expenditures, psionicists can use Risk with their disciplines in a few additional ways.

A psionicist can spend 5 extra Risk when activating a power to reduce the time it takes to activate it by one round. If this reduces the time below 1 round, the power goes off immediately, rather than after a round of concentration. This cost can be spent multiple times to further reduce the number of rounds required to activate – i.e. If a discipline takes three rounds to activate, spending five additional Risk will reduce this to two rounds, spending ten additional Risk will reduce it to one round, and spending fifteen additional Risk will made it activate immediately.

Normally, any character can spend ten Risk to double the amount of damage they do with an attack. Psionicists can spend 10 Risk to double not only the damage of their attacks, but most other features of the discipline as well. 10 Risk can double a discipline's range, duration, lifting capacity, or bonus for the purpose of one action.

It can be very expensive to be a psionicist, both in monetary and in Risk costs, but the benefits are astounding.



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# PSIONIC DISCIPLINES

## Telepathy

| | |
|---|---|
| **Range** | ½ perception stat in miles |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 2 |
| **Activation Time** | 1 round |
| **Duration** | As long as the Telepath wishes, or until resisted |

The most basic of the psionic disciplines, Telepathy is direct mind-to-mind contact. It is used to communicate secretly with others more effectively than radio, and is far more versatile in conveying meaning. It actually communicates language and imagery more vividly than HD television. Telepathy can also read the surface thoughts of a person; the thing that going on in their minds at the time of the scan. "Hey did I forget to lock the vault… what was that code again?"

Activating the Telepathy ability requires a roll against the Perception Stat and the Use Psionics skill.

The subject of a telepathic scan gets a roll against their Will stat (or their Will stat plus the Use Psionics skill, if they have the "Mind of Power" merit) to become aware that they are being scanned. If the subject of a telepathic scan does become aware of the scan, they can resist the scan with a contested roll of their Will stat (or their Will stat plus the Use Psionics skill, if they have the "Mind of Power" merit) against the telepath's Perception stat plus their Use Psionics skill. If the subject wins the contest, the telepathic contact is broken, and must be re-initiated by the telepath if they so choose.

Detecting the use of telepathy by other telepaths within their range is a contested roll of the Perception Stat and the Use Psionics skill.

A telepath can attempt to subtly implant suggestions in the mind of their subject, not controlling their actions but making it more likely that the subject will act in a way that the telepath wishes. The subject has the same chance to notice this action as they do to notice a scan. If the subject notices the telepath attempting to plant the suggestion, they can attempt to sever the connection exactly as if they were resisting a telepathic scan.

If the subject does not notice the attempt to plant the suggestion, the telepath can roll against their Will stat plus their Use Psionics skill to implant one single suggestion, which gives the telepath a one time +3 bonus when rolling against this particular subject for one particular task. This could be used to get a +3 to Seduce the subject, a +3 on a Business roll to beat the subject to a profit, a +3 on an Initiative roll against the subject, or even a +3 on a roll to hit the subject in combat.

Players are encouraged to find creative uses for this bonus, the "Deal" is in full effect with this ability. All uses of this ability are subject to GM approval.

Telepaths can boost their range to their Perception stat, in miles, by burning a Shrug. This is a strenuous pushing of their powers to the limit, often manifested as a nose bleed.

## Mind Probe

| | |
|---|---|
| **Range** | 1/4 perception stat in miles |
| **Damage** | none |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 4 |
| **Activation Time** | 2 rounds |
| **Duration** | As long as the Prober wishes, or until resisted |

Mind probe is a more advanced discipline than telepathy, which allows far more information to be siphoned from the subject's mind. Secrets, dreams, and memories are all accessible by penetrating the mental defenses of the subject.

To do so, the mind prober uses their Perception stat plus the Use Psionics skill, contesting the subject's Will stat plus their Toughness skill. if the probe is successful, the subject's mind is effectively an open book to the mind prober, who can then pluck info out like roses.



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This intrusion is so strong that even people who do not have the "Mind of Power" can feel it being used on them if no attempt is made by the mind prober to mask their presence. Masking the Prober's presence is done with a contested roll of the mind prober's Will stat plus Psychology skill (or, alternately, their Perception stat plus their psychology skill) versus the subject's Will stat (or their Will stat plus the Use Psionics skill, if they have the "Mind of Power" merit). If the mind prober wins this contest, they have sneaked in past the subject's natural mental defenses. If the mind prober fails this contest, the subject is fully aware that they are being mind probed. If the subject critically succeeds at winning the contest, the mind prober will suffer a psychic backlash, taking a Shrug from the immense pain and ending the psionic contact. Often, this is accompanied by a nose bleed.

If the subject becomes aware of the Mind Probe, but did not critically succeed on the contest to detect the Mind Probe, they still have to deal with the psionic wing-wang in their cerebellum. The subject can make a roll against their Will stat plus their Toughness skill, which is contested by the mind prober's Will stat plus their Use Psionics skill. If the subject wins this contest, the mind prober is ejected from their mind and the mind probe ends. The mind prober will have to spend the Risk and roll to re-initiate the Mind Probe if they so desire. If the subject loses this contest, the Mind Prober is pretty much there to stay for as long as they desire.

This power is greatly feared because it allows one to find out people's innermost fears. Having successfully mind probed a subject gives a bonus of +3 to the Psychology skill when it is later used to manipulate the subject.

Somewhat more fearsome is the ability of the user of this power to alter the thoughts and memories of their subject. Like the ability of Telepathy to implant subtle suggestions, the Mind Prober can implant a false memory, alter an existing memory, or erase a memory from their subject's mind. This is done with a roll of the Prober's Will stat plus their Psychology skill. It is nearly impossible for this to be done without the subject's knowledge, unless the memory that the Prober is removing is the memory of the memory alteration itself (a seperate roll).

Even more disturbing, the Prober, having already successfully delved into the mind of their subject, can implant a command. The Prober rolls against their Will stat plus their Use Psi skill. This is contested by the subject's Will stat plus their Toughness skill. If the Mind Prober wins this contest, they can implant one command in the subject's mind that the Mind Prober can activate at will. This command can cause the subject to do something very dangerous ("Walk into traffic!") but can not cause the subject to do something that would immediately cause the subject's death ("Jump off of the top of a skyscraper and shoot yourself in the head on the way down!") There must always be some way that the subject could avoid harm, even if it is extremely difficult to do so.

A command must be a single, fast action that the subject will take; not an extended action. "Untie your shoes" is an acceptable command. "Lie still for an hour while I do whatever I want" is not.

If the mind prober also has the Telepathy discipline, they can mind probe a subject that they have previously had telepathic contact with at the range of their Telepathy discipline, rather than the range of their Mind Probe discipline.

## Group Link

| | |
|---|---|
| **Range** | ½ perception stat in miles |
| **Damage** | none |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 3 or 6 |
| **Activation Time** | 1 round |
| **Duration** | 30 Minutes |

Group Link is another of the telepathic Disciplines, which is used to connect the minds of a group of allies. This can be very useful during a concerted action like a magical ritual or laying siege to an apartment complex overran by *intelligent catfish men*. This discipline is activated with a roll on the Perception stat and the Use Psionics skill.

The user of Group Link (referred to as "the Coordinator") is the central hub of the connection, allowing the group to instantly know their position relative to the



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Coordinator and to each member in the link, as well as the thoughts and emotional states of the other members of the Link. The Coordinator is able to link a number of people equal to their Will stat for a cost of 3 Risk, or double their Will stat for 6 Risk

Knowing the physical and emotional state of linked comrades, a member of the linked group with the Military Science skill is able make battlefield adjustments and relay them through the Coordinator. A successful roll of the Intelligence or Perception stat plus the Military Science skill by anyone in the linked group gives the team a +1 tactical bonus to all attack and defense rolls while in the link.

If the Coordinator is incapacitated during the Group Link, everyone else who was in the Group Link must immediately make a roll on their Will stat plus their Toughness skill. If they succeed this roll, they may continue to function normally, albeit without the benefit of the Group Link. Any member of the Group Link that fails this roll is at a -2 to all rolls using the Intelligence, Perception, or Will stats for 10 minutes. In the event of a critical failure, not only is the character at the -2 penalty to Intelligence, Perception, and Will rolls, but they also take a Shrug.

## Mind Blast

| | |
|---|---|
| **Range** | 100 Yards |
| **Damage** | 12 or 15 |
| **Purchase Cost** | $4,000.00 |
| **Risk Cost** | 1 or 3 |
| **Activation Time** | 1 round |
| **Duration** | Instant |

This is the most basic and least lethal of the mental attack disciplines. The blast of thought energy hits like a mule, but will only knock out those on the wrong end of it. Physical armor provides no protection against the attack unless it has been designed to do so.

The mind blaster rolls against their Perception statistic plus their Use Psionics skill to attack with the Mind Blast. The mind blast can be dodged like any other ranged attack due to the visible pressure wave ejected from the mind of the mind blaster. The Mind Blast will do a damage of 12 if one Risk is spent on it, or a damage of 15 if three Risk are spent on it.

If hit with a Mind Blast the target must roll against their Will stat plus their Toughness skill, minus the damage of the Mind Blast. Having the "Mind of Power" merit gives a bonus of +2 to this roll. If the target fails this roll, they go Unco with Shrugs. If they critically fail this roll, they go Unco with Shrugs, and lose one Shrug. Any success on this roll negates any ill effects from the Mind Blast.

## Thought Knife

| | |
|---|---|
| **Range** | 50 Yards |
| **Damage** | 18 or 20 |
| **Purchase Cost** | $8,000.00 |
| **Risk Cost** | 4 or 6 |
| **Activation Time** | 1 round |
| **Duration** | Instant |

Thought Knife is a more lethal mental attack designed to kill by overloading the synapses of the target to the point of total neural breakdown. People hit by this deadly power have described the sensation of it as getting shot with a big Freaking gun and watching someone kick your *favorite* puppy down the street. The mental trauma and pain are remembered for a while after the experience. Physical armor provides no protection against the attack unless it has been designed to do so.

The user of Thought Knife rolls against their Perception statistic plus their Use Psionics skill to attack with it. This attack can be dodged like any other ranged attack due to the visible pressure wave ejected from the mind of the attacker. The Thought Knife will do a damage of 18 if four Risk are spent on it, or a damage of 20 if six Risk are spent on it.

The target of a successful attack with Thought Knife rolls against their Will stat, doubled, minus the damage of the Thought Knife. Failing this roll causes Shrugs to be lost exactly as if they had been hit with a physical attack.



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## Mind Armor

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 2 |
| **Activation Time** | 1 round |
| **Duration** | 30 Minutes |

This Discipline creates a Psychic barrier around the will and mind of the caster allowing them to resist attempts to subvert their will or damage their minds.

Against psionic attacks, such as Mind Blast and Thought Knife, Mind Armor gives a bonus of +10 to resist stunning or damage.

Against all other psionic disciplines, Mind Armor gives a +5 to resist or overcome their effects.

No roll is required to activate this power, merely the expenditure of the necessary Risk. At the end of the discipline's duration, the Risk can be spent again to maintain the defense.

## Empathy

| | |
|---|---|
| **Range** | 100 Yards |
| **Damage** | none |
| **Purchase Cost** | $2,500.00 |
| **Risk Cost** | 1 |
| **Activation Time** | 1 round |
| **Duration** | As long as the Empath wishes, or until resisted |

The power to read emotions can be most useful to a psychic trained in diplomacy or any type of negotiations. Peoples' thoughts tend to be guarded on some basic level, but emotions are hard to shield. A trained eye can pick up on visual signals that give away a person's intentions; to an *Empath* there is little need to even watch a target for signals.

The judicious use of this skill can gain the Empath a +3 bonus to situations where reading emotions would be a benefit, such as seducing an enemy agent, using psychology to calm down someone in terror, convincing someone that you understand them with acting or communication, or even getting an advantage in a business situation. To gain this benefit, the player of the empathic character must explain how they are trying to gain the benefit to the GM, who must approve the action (the Deal is in full effect with this power).

Once the GM has approved the use of Empathy, the empathic character rolls against their Perception stat plus their Use Psionics skill. A successful roll means that they get the +3 bonus to their effort.

Being a human bullshit detector can have an advantage; salesmen and cheating boyfriends don't stand a chance. Too many emotions bombarding the mind at once, however, can overwhelm even a trained empath. In places with large numbers of people experiencing heightened emotions, such as a Rave or a professional sports event, the empathic character must make a roll against their Will plus their Toughness stat. If this roll is failed, the overwhelming emotions drive the empath into a -2 penalty to all of their actions until they leave the area.

## Mind Switch

| | |
|---|---|
| **Range** | 10 Yards |
| **Damage** | none |
| **Purchase Cost** | $50,000.00 |
| **Risk Cost** | 10 |
| **Activation Time** | 2 rounds |
| **Duration** | Original Will stat in hours* |

This terrifying power allows the Psychic to steal another body, like taking someone's car or bicycle. The target's mind is switched into the psionicist's body which the cunning psi will have restrained, so that they can go about their nefarious plans in peace.

The swap is a contested roll between the mind swapper's Will stat plus their Use Psionics skill and the target's Will stat plus Toughness skill. If the mind swapper wins the contest, the swap is successful. If the target wins the contest, the Mind Swap does not occur. If the target wins the contest with a critical success, the mind swapper suffers a Shrug from psychic backlash.

Once inside the body of the target of this discipline, the mind swapper can move around a bit stiffly, being at -1 to all Agility, Dexterity, and Strength based rolls at first as they get used to the difference in height, weight, and possibly sex. Once per minute after swapping, the mind swapper can make a roll against their Will stat. On a successful roll, they have adapted to the new body, and no longer suffer the penalty.

The target of the Mind Swap is in a slightly worse condition, not being prepared for the shock. They are at -2 to all Agility, Dexterity, and Strength based rolls due to differences in height, weight, and possibly sex. They



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will be at this penalty for ten minutes, unless they also have the Mind Swap discipline. After ten minutes, or immediately if they have the Mind Swap discipline, they may make rolls against their Will stat once per minute. On a successful roll, they have adapted to the new body, and no longer suffer the penalty.

The mind swapper takes not only their personality and memories into their stolen body, but also all of their mental stats (Intelligence and Perception), as well as all of their Merits and Flaws affecting mental performance (such as Iron Will or Steel Trap Mind). They also take over all of their skills. They do NOT take their physical statistics, or Merits or Flaws that affect physical performance (such as Pro Lifter or Jackrabbit).

Likewise, the target takes their personality, memories, mental stats, skills and Merits and Flaws that affect mental performance, leaving all the rest for the mind swapper.

This DOES mean that the Will stats, which are based partially on Stamina, are likely to change. All secondary statistics must be recalculated after a Mind Swap.

Psionic powers ARE transferred in a Mind Swap, while Super Powers are not. Magical spells ARE transferred in a Mind Swap, while Cybernetics most definitely are not. Martial Arts abilities are also transferred by the Mind Swap. If the mind swapper ends up in a body with cybernetics, they will temporarily lose their ability to use any Psionic powers, until the duration of the swap ends. Once back in their own body, their powers return to normal.

At the end of the duration of the Mind Swap, all transferred personality and memory, along with new memories generated during the swap period, and all other transferred skills, Merits and Flaws are transferred back, regardless of the distance between the mind swapper and their target. Both the mind swapper and their target are once again forced to adapt to new heights, weights, and possibly sexes, and are at -1 to all rolls using the Agility, Dexterity, and Strength statistics. They may roll versus their Will once per minute… a successful roll restores them to full adaptation and they are no longer under this penalty.

*If either body is killed during the duration of the Mind Swap, a contest is immediately rolled between the mind swapper's Will plus Use Psionics and the target's Will plus Toughness. If the target wins this contest, they are the one that ends up in the remaining living body permanently, while the mind swapper's mental essence follows the dead body into the hereafter. If the mind swapper wins this contest, the target's mind and mental attributes are lost in the great hereafter, and the mind swapper remains permanently in the remaining living body – until the next swap, that is.

## Mental Rapport

| | |
|---|---|
| **Range** | Unlimited within the same dimensional plane |
| **Damage** | none |
| **Purchase Cost** | $30k |
| **Risk Cost** | 1 permanent, per person Linked |
| **Activation Time** | 5 Minutes |
| **Duration** | Permanent (Until Broken) |

(Prerequisite: Characters must have the Telepathy discipline before they can purchase Mental Rapport).

The psychic rapport is ultimate mind link; it transcends the purely mental and delves into a very intimate spiritual plane. This is similar to the natural link that forms between soul mates or that a mother has with their unborn child. They are never formed lightly, and almost always last the lifetime of the linked. When one person involved in the link dies, the link is broken, and the single Risk point permanently spent to forge the link returns.

Link mates can communicate telepathically over an unlimited range, so long as they are in the same dimensional plane (i.e. – communicating from San Diego with a link mate on Alpha Centauri is possible, communicating from San Diego with a link mate in Hell is not).

The linked persons are always aware of their linkmate's emotional state and general emotional health and well being, unless one of them are actively trying



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to shield their feelings. Should the locked-out link-mate try to push through the shield, the link mates roll contested rolls against their Will statistic. If the shielding link-mate wins the contest, they can continue to hide their feelings. If the probing link-mate wins the contest, they can perceive the hidden feelings, including the feeling of resentment that they invaded the privacy of their link-mate.

Link mates can share a certain portion of their Risk across the link. Either character in the Link can transfer up to one quarter of their total Risk pool across the link to the other person in the link per game session.

The character with the Mental Rapport skill can become the hub of a rapport network by linking to more than one person. The maximum number of rapports that can be sustained by a single psionicist with this discipline is equal to their Will statistic. As a hub, the character with Mental Rapport can channel communications, emotional states, and even Risk between other persons on their network. If the character with Mental Rapport is unconscious, otherwise incapacitated, or out of range (i.e. – in another dimension), the network can not function.

When a character that is in Mental Rapport with another character is successfully scanned by the Telepathy discipline or successfully probed with the Mind Probe discipline, the scanning/probing character has a chance to find the Mental Rapport link. A contest is rolled between the scanning/probing character's Perception stat plus Use Psionics skill and the defender's Will stat (plus their Use Powers skill, if they have the "Mind of Power" merit). If the scanner/prober wins the contest, they have perceived the link, and can scan, probe, or even attack the other character in the link.

If the scanner/prober successfully scans the character with the Mental Rapport ability, they can scan, probe, or attack the entire network, although attacking more than one character on the network at once incurs a multiple action penalty.

## Psychic Healing

| | |
|---|---|
| **Range** | Touch |
| **Damage** | Restores 5 Shrugs |
| **Purchase Cost** | $35,000.00 |
| **Risk Cost** | Double the Shrugs of the total injury |
| **Activation Time** | 3 rounds (15 Seconds) |
| **Duration** | Permanent (until subject is re-injured) |

A power coveted by many disciples of the Mental Arts, it allows the restoration of lost Shrugs rapidly as well as the regeneration of lost limbs and organs. Beings healed by this ability bear no scars of injury.

To use Psychic Healing, the healer must touch the subject, and then roll against their Perception stat plus their Use Psionics skill. A critical failure on this roll will cost the healer one Shrug as they accidentally absorb some of the target's damage psychically. A failure on this roll has no effect. A successful roll means that the character will heal five Shrugs. A critical success means that the target character will heal ALL damage done.

If healing is accomplished at all, then amputated limbs, lost eyes, and even surgically removed organs will regenerate.

The healer must spend twice as much Risk as the total number of Shrugs of damage that the damaged character has taken (i.e. – if the character has taken seven Shrugs of damage, the Risk cost is 14).

This power CAN be used on characters that have taken more than twice their total number of Shrugs, and are "Dead." It can NOT be used on characters that have taken more than three times their total number of Shrugs, and are "Dead as Hell."

## Telekinesis (Basic)

| | |
|---|---|
| **Range** | Perception stat x 50 feet |
| **Damage** | Variable |
| **Purchase Cost** | $25,000.00 |
| **Risk Cost** | 1 to move up to 1/4 their total lifting capacity<br>3 to move from 1/4 to 3/4 their total lifting capacity<br>5 to move from 3/4 of total lift to full capacity |
| **Activation Time** | 1 round |
| **Duration** | Per use |

The power to move things with the mind is arguably the most powerful Psionic discipline of them all. The possessor of this remarkable ability can lift weights equal to their Will stat times fifty (50), and up to as many objects as their Will stat, so long as the total weight of the objects lifted does not exceed the maximum weight they can lift.

Attacking with the Telekinesis (Basic) discipline requires a roll against the psionicist's Perception stat plus their Use Psionics skill. These attacks can be Dodged normally. This can be used to attack in three



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basic ways.

First, the telekinetic can throw objects using their power. This does damage equal to the object's weight in pounds, up to a limit of three times the telekinetic's Will statistic.

Second, they can pummel their target with pure telekinetic force. This does damage equal to the telekinetic's Will stat, but rather than rolling normally against incoming damage, the target of a successful attack of this nature rolls their Stamina stat plus their Toughness skill. Failing this roll knocks the target Unco with Shrugs. Further, even if the target succeeds at resisting the stunning effects of this attack, they will be effectively carrying the weight that the telekinetic is forcing on them, suffering the effects of that weight upon their carrying capacity.

Third, they can use their telekinetic might to grapple, squeeze, and crush the target. This does the telekinetic's Will stat in damage, ignoring all armor (unless the armor is Psi Shielded) once per turn, at the telekinetic's option. More, the telekinetic is then considered to have the target grappled. The target can no longer Dodge, and if the Telekinetic's lifting capacity is greater than the weight of the target and their carried equipment, the target may be lifted and moved about at a speed per turn equal to the telekinetic's Will times two. The target can be carried as far or lifted as high as the telekinetic's range. The target may be thrown, doing damage to both the grappled target and whatever the target it thrown at as per a telekinetic throw (this releases the target from the grapple). At any point in time, the telekinetic can elect to release the target, ending the grapple. Otherwise, the grappled target can contest the telekinetic grapple once per turn by rolling a contest between the target's Strength stat plus their Grapple or Hand to Hand skill versus the telekinetic's Will stat plus their Use Psionics skill. If the target succeeds, they are no longer grappled and are released, regardless of altitude.

Creative telekinetics may come up with more ways to attack with the power, such attacks are subject to "the Deal" and must have GM approval.

It is not difficult to manipulate small objects or controls with Telekinesis (Basic). There is no penalty to turn simple machines on or off, a -1 penalty to operate vehicles or use tools telekinetically, and a -2 to use weapons of any type in combat with the talent. The "Fine Control" modifier negates these penalties.

## Telekinesis (Impressive)

| | |
|---|---|
| **Range** | Perception stat x 100 feet |
| **Damage** | Variable |
| **Purchase Cost** | $50,000.00 |
| **Risk Cost** | 1 to move up to 1/4 their total lifting capacity<br>3 to move from 1/4 to 3/4 their total lifting capacity<br>5 to move from 3/4 of total lift to full capacity |
| **Activation Time** | 1 round |
| **Duration** | Per use |

(This ability can be an upgrade from Telekinesis (Basic))

The power to move things with the mind is arguably the most powerful Psionic discipline of them all. The possessor of this remarkable ability can lift weights equal to their Will stat times one hundred (100), and up to as many objects as their Will stat, so long as the total weight of the objects lifted does not exceed the maximum weight they can lift.

Attacking with the Telekinesis (Impressive) discipline requires a roll against the psionicist's Perception stat plus their Use Psionics skill. These attacks can be Dodged normally. This can be used to attack in three basic ways.

First, the telekinetic can throw objects using their power. This does damage equal to the object's weight in pounds, up to a limit of five times the telekinetic's Will statistic.

Second, they can pummel their target with pure telekinetic force. This does damage equal to the telekinetic's Will stat, but rather than rolling normally against incoming damage, the target of a successful attack of this nature rolls their Stamina stat plus their Tough-



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ness skill. Failing this roll knocks the target Unco with Shrugs. Further, even if the target succeeds at resisting the stunning effects of this attack, they will be effectively carrying the weight that the telekinetic is forcing on them, suffering the effects of that weight upon their carrying capacity.

Third, they can use their telekinetic might to grapple, squeeze, and crush the target. This does the telekinetic's Will stat times two in damage, ignoring all armor (unless the armor is Psi Shielded) once per turn, at the telekinetic's option. More, the telekinetic is then considered to have the target grappled. The target can no longer Dodge, and if the Telekinetic's lifting capacity is greater than the weight of the target and their carried equipment, the target may be lifted and moved about at a speed per turn equal to the telekinetic's Will times five. The target can be carried as far or lifted as high as the telekinetic's range. The target may be thrown, doing damage to both the grappled target and whatever the target it thrown at as per a telekinetic throw (this releases the target from the grapple). At any point in time, the telekinetic can elect to release the target, ending the grapple. Otherwise, the grappled target can contest the telekinetic grapple once per turn by rolling a contest between the target's Strength stat plus their Grapple or Hand to Hand skill versus the telekinetic's Will stat plus their Use Psionics skill. If the target succeeds, they are no longer grappled and are released, regardless of altitude.

Creative telekinetics may come up with more ways to attack with the power, such attacks are subject to "the Deal" and must have GM approval.

It is somewhat difficult to manipulate small objects or controls with Telekinesis (Impressive). There is a penalty of -1 to turn simple machines on or off, a -2 penalty to operate vehicles or use tools telekinetically, and a -3 to use weapons of any type in combat with the talent. The "Fine Control" modifier negates these penalties.

## Telekinesis (Super)

| | |
|---|---|
| **Range** | Perception stat x 200 feet |
| **Damage** | Variable |
| **Purchase Cost** | $100,000.00 |
| **Risk Cost** | 1 to move up to 1/4 their total lifting capacity<br>3 to move from 1/4 to 3/4 their total lifting capacity<br>5 to move from 3/4 of total up to total lifting capacity. |
| **Activation Time** | 1 round |
| **Duration** | Per use |

(This ability can be an upgrade from Telekinesis (Basic) or Telekinesis (Impressive))

The power to move things with the mind is arguably the most powerful Psionic discipline of them all. The possessor of this remarkable ability can lift weights equal to their Will stat times five hundred (500!), and up to as many objects as their Will stat, so long as the total weight of the objects lifted does not exceed the maximum weight they can lift.

Attacking with the Telekinesis (Super) discipline requires a roll against the psionicist's Perception stat plus their Use Psionics skill. These attacks can be Dodged normally. This can be used to attack in three basic ways.

First, the telekinetic can throw objects using their power. This does damage equal to the object's weight in pounds, up to a limit of ten times the telekinetic's Will statistic.

Second, they can pummel their target with pure telekinetic force. This does damage equal to the telekinetic's Will stat, but rather than rolling normally against incoming damage, the target of a successful attack of this nature rolls their Stamina stat plus their Toughness skill. Failing this roll knocks the target Unco with Shrugs. Further, even if the target succeeds at resisting the stunning effects of this attack, they will be effectively carrying the weight that the telekinetic is forcing on them, suffering the effects of that weight upon their carrying capacity.

Third, they can use their telekinetic might to grapple, squeeze, and crush the target. This does the telekinetic's Will stat times five in damage, ignoring all armor



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(unless the armor is Psi Shielded) once per turn, at the telekinetic's option. More, the telekinetic is then considered to have the target grappled. The target can no longer Dodge, and if the Telekinetic's lifting capacity is greater than the weight of the target and their carried equipment, the target may be lifted and moved about at a speed per turn equal to the telekinetic's Will times ten. The target can be carried as far or lifted as high as the telekinetic's range. The target may be thrown, doing damage to both the grappled target and whatever the target it thrown at as per a telekinetic throw (this releases the target from the grapple). At any point in time, the telekinetic can elect to release the target, ending the grapple. Otherwise, the grappled target can contest the telekinetic grapple once per turn by rolling a contest between the target's Strength stat plus their Grapple or Hand to Hand skill versus the telekinetic's Will stat plus their Use Psionics skill. If the target succeeds, they are no longer grappled and are released, regardless of altitude.

Creative telekinetics may come up with more ways to attack with the power, such attacks are subject to "the Deal" and must have GM approval.

It is somewhat difficult to manipulate small objects or controls with Telekinesis (Impressive). There is a penalty of -2 to turn simple machines on or off, a -3 penalty to operate vehicles or use tools telekinetically, and a -4 to use weapons of any type in combat with the talent. The "Fine Control" modifier negates these penalties.

## Telekinetic Fine Control

| | |
|---|---|
| **Range** | As per Telekinetic Power |
| **Damage** | none |
| **Purchase Cost** | $20k |
| **Risk Cost** | none |
| **Activation Time** | As per Telekinetic Power |
| **Duration** | Per use |

(Prerequisite: This power is only available if the character has some level of the Telekinesis ability (Basic, Impressive, or Super))

This discipline removes the penalties for moving and manipulating small and delicate objects with Telekinesis of any level.

If the psionicist also has the Telekinetic Flight discipline, Telekinetic Fine Control multiplies that discipline's performance by a factor of three.

## Psycho-Kinetic Armor

| | |
|---|---|
| **Range** | Self |
| **Damage** | Adds + 10 to the Psionicist's Damage Resistance |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | none |
| **Activation Time** | 1 round |
| **Duration** | While Conscious |

As long as the psionicist is conscious, this handy discipline allows them to remain protected even after being strip searched for weapons and other protections.

No activation roll is required, this power is always present while the psionicist is awake and cconscious, providing a bonus of +10 to their Damage Resistance against all attacks, even mental ones. Attacks that are affected by Psi Shielded armor are also affected by Psycho-Kinetic armor.

Completely invisible in presence and effect, this armor can be detected by a character with the "Mind of Power" merit; such detection requires a successful Perception plus Use Psionics roll.

This psionic armor stacks with all other forms of armor without penalty.

## Psycho-Kinetic Barrier

| | |
|---|---|
| **Range** | Radius of Psionicist's Will stat in feet (movable) |
| **Damage** | Barrier has DR 20 and 3 Armor Shrugs (Hardened) |
| **Purchase Cost** | $20k |
| **Risk Cost** | 4 |
| **Activation Time** | 1 round |
| **Duration** | 12 rounds or until destroyed |

Psycho-Kinetic Barrier is the next step up the chain of physical protection that a psionic character can develop. No longer limited to protecting themselves, this ability allows them to protect a small group of people from small arms fire, flame throwers, naughty tentacles, and other unpleasantness. The dome-shaped barrier itself is invisible, but as fragments, debris, and particles flow around the barrier during combat it alerts observers to its presence.

Activating this discipline requires the psionicist to roll against their Stamina stat plus their Use Psionics skill.

The barrier has a Damage Resistance of 20 and 3 Armor Shrugs. Any attack that is aimed at the characters



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within this barrier must break through the barrier in order to reach them. The Armor Shrugs of this barrier are considered Hardened - attacks designated as Armor Piercing have no additional effect on them. If the barrier is penetrated fifteen times, it is destroyed.

In order to attack through the barrier, the protected psionicist must make a roll against their Perception stat plus their Use Psionics skill at a penalty of -2 in order to open up small portals in the barrier. This roll must be made once per turn, but allows all characters inside the barrier to attack through it for the duration of that turn.

## Greater Psycho-Kinetic Barrier

| | |
|---|---|
| **Range** | Radius of Psionicist's Will stat in yards (immobile) |
| **Damage** | Barrier has DR 40 and 10 Armor Shrugs (Hardened) |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 6 |
| **Activation Time** | 1 round |
| **Duration** | 60 rounds or until destroyed |

(This discipline can be an upgrade from Psycho-Kinetic Barrier)

Greater Psycho-Kinetic Barrier is the pinnacle of the Psycho-Kinetic defense hierarchy. It functions almost exactly as Psycho-Kinetic Barrier above except that it is has considerably more protection, is completely immobile, and can protect small to medium sized vehicles or clusters of 10 to 20 people.

The barrier has a Damage Resistance of 40 and 10 Armor Shrugs. Any attack that is aimed at the characters within this barrier must break through the barrier in order to reach them. The Armor Shrugs of this barrier are considered Hardened - attacks designated as Armor Piercing have no additional effect on them. If the barrier is penetrated fifty times, it is destroyed.

## Psycho-Kinetic Blast

| | |
|---|---|
| **Range** | Psionicist's Will stat x 5 in yards |
| **Damage** | 15, 20, or 25. Armor Piercing 2 |
| **Purchase Cost** | $20k |
| **Risk Cost** | 2, 3, or 5 |
| **Activation Time** | 1 round |
| **Duration** | Instant |

This deadly attack power makes psionicist's greatly feared by Governments around the world. Users of this discipline are able to get past security unarmed and kill even armored guards.

A roll against the psionicist's Dexterity stat plus their Use Psionics skill is necessary to fire this attack. The damage done is determined by the amount of Risk spent on the attack… a Damage of 15 for 2 Risk, a damage of 20 for 3 Risk, or a damage of 25 for 5 Risk. Regardless of the damage, the attack is considered Armor Piercing, and ignores 2 Armor Shrugs. Because of the psionic nature of this attack, it ignores 2 Armor Shrugs even when the armor is designated as Hardened.

Use of this power generates a flash of light and a compression wave, which are visible when the blast is deployed, making it possible for observers to track the "shooter." The psionicist using this discipline can dampen the visible and audible signs of its use by taking a -2 penalty to their attack roll. This gives observers a -4 to notice or track the "shooter."

Targets of this discipline that are aware they are being fired on are allowed a Dodge roll. A dampened down blast is still partly visible thus a -1 penalty to Dodge is imposed.

## Pyrokinesis

| | |
|---|---|
| **Range** | Psionicist's Will stat x 10 in yards |
| **Damage** | Special |
| **Purchase Cost** | $35,000.00 |
| **Risk Cost** | Special |
| **Activation Time** | Variable |
| **Duration** | Special |

The ability to manipulate fire with the mind is a dynamic discipline. It can be used in a variety of ways, from burning up garbage to cooking bricks. Despite its great utility, it is most commonly used to cause one's foes to ignite; often energetically setting ablaze a bad guy or a monster or two with fireballs, flame-jets, and rolling waves of fire.



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This discipline can be used to cause flame to animate and move through the air like a living thing. The center of the fire's radius can be set as far away as the psionicist's Will stat times ten in yards. The radius of the fire, and the amount of damage it is doing initially, is determined by how much Risk is spent on setting the fire.

| Effect | Risk Cost |
|---|---|
| **Radius** | |
| 1 inch | 1 |
| 1 foot | 2 |
| 5 feet | 4 |
| 20 feet | 6 |
| 40 feet | 8 |
| 100 feet | 10 |
| **Damage** | |
| ¼ user's Will stat | 1 |
| ½ user's Will stat | 2 |
| user's Will stat | 4 |
| user's Will stat x 2 | 6 |
| user's Will stat x 3 | 8 |
| user's Will stat x 4 | 10 |

For every full 6 Risk spent on igniting a fire, the fire takes 1 round to activate (minimum 1 round).

Some examples of common fires, their radius and damage…

| Fire | Radius | Damage |
|---|---|---|
| Match | 1 inch | ¼ user's Will stat |
| Torch | 1 foot | ½ user's Will stat |
| Campfire | 5 feet | user's Will stat |
| Bonfire | 20 feet | user's Will stat x 2 |
| House Fire | 40 feet | user's Will stat x 3 |
| Small Forest Fire | 100 feet | user's Will stat x 4 |

Creating fires at range requires a roll against the psionicist's Stamina statistic plus their Use Psionics skill. A successful roll puts the fire where they want it. A failed roll does not create the fire, but also does not cost the psionicist any Risk. A critical failure puts the fire someplace that the psionicst does not want – often centered on the spot that the psionicist is standing on.

The psionicist with the Pyrokinetic discipline can also create balls of fire that they can hold in their hand and throw. A roll against their Stamina stat plus the Use Psionics skill is necessary to create the fireball, which can then be thrown using the Dexterity stat plus the Throwing skill. The fireball will travel to its target (or not, on a failed Dex plus Throwing roll), igniting with its full damage into its full radius where it lands.

Pyrokinesis can also be used to generate roasting gouts of flame from the psionicist's hands. In this case, the user of the power rolls their Dexterity plus their Use Psionics roll to direct the flames up to their Range away. They do not need to spend any Risk on radius for this fire, merely for the damage that their target will take.

In any use of this ability, anything caught in the radius of the fire (or in its path, when thrown as a gout of flame from the hands) must make a roll against the fire's incoming Damage. If this roll is failed, not only does the target take a Shrug of damage, but they are considered to be ignited. They will continue to make saves against the fire's damage each turn, continuing to take damage until the fire is extinguished. This is equally applicable for trees, houses, computers, field mice, tentacle monsters, and player characters.

Extinguishing an area of fire one yard in radius (or on one person) takes one person one full round per ten points of the fire's damage if they have the proper equipment (a fire extinguisher, hose, or blanket). Without the proper equipment, it takes one person one full round per five points of the fire's damage.

A psionicist with the Pyrokinesis discipline can extinguish fires as well as set them, spending the same amount of Risk as it would to set the fire that they are trying to extinguish.

For Example: *Archibald the Fire Starter comes across a house on fire, forty feet in radius burning with damage roughly equal to three times his Will stat. Since it would take him sixteen (16) Risk to set a fire of that size and damage, he can extinguish it for sixteen (16) Risk. Of course, he's a Fire Starter – why would he want to?*

Extinguishing an existing fire requires a roll against the



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psionicist's Stamina stat plus their Use Psionics skill.

Being able to control fires, psionicist's with the Pyrokinesis discipline can spend Risk to increase or decrease a fire's size and/or damage, by spending the difference in Risk and making a Stamina plus Use Psionics roll.

For Example: *Archibald would like to see the house fire blaze even higher. Since the house fire would cost him sixteen (16) Risk to start, but a fire with more damage (his Will stat times four) would cost eighteen (18) Risk, he can intensify the fire by rolling his Stamina plus Use Psionics and spending two (2) Risk. He succeeds, and the house blazes anew.*

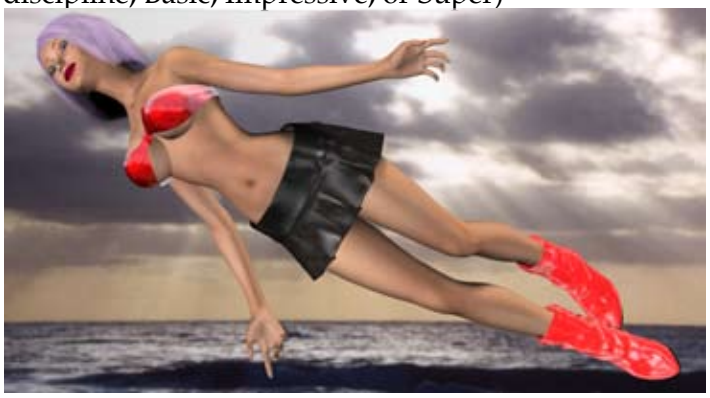
*Archibald then sees a car he would like to steal at the edge of the blaze, in danger of being burned. Cursing, he muses that while the current fire would cost him eighteen (18) Risk to set, a fire just as intense but only twenty feet across would cost him sixteen (16) Risk to set. He makes another Stamina plus Use Psionics roll and spends two (2) more Risk, and now has a fire that is doing his Will stat times four in damage, but that is only 20 feet across, and no longer in danger of igniting the automotive object of his desires.*

Pyrokinetics have a constant unconscious control of heat around them in general. They rarely feel chilled, even in cold weather, and do not feel overly warm in hot weather. It is rare to find a sunburned psionicist with this discipline.

## Telekinetic Flight

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $30,000.00 |
| **Risk Cost** | 6, plus 3 per 50 mph "boost" |
| **Activation Time** | 1 round |
| **Duration** | 20 minutes |

(Prerequisite: Must have some level of the Telekinesis discipline; Basic, Impressive, or Super)



The character with this discipline can fly through the air like a bird, but much faster. The basic speed of Telekinetic Flight is 100 miles per hour for a cost of 6 Risk; this speed can be boosted by 50 miles per hour for each additional 3 Risk spent at activation. The maximum speed attainable is 250 miles per hour.

This discipline is activated with a roll of the Agility stat plus the Use Psionics skill. This roll is also used for maneuvering while flying.

Characters with no form of protection from cold or lack of oxygen are limited to a ceiling of 10,000 feet while using Telekinetic flight. A good warm set of winter clothing or the Pyrokinesis power are sufficient protection against cold up to 50,000 feet. Protection from the lack of oxygen could come from an oxygen tank and mask, or perhaps even from some Super ability. This power will not allow a character to exceed a 50,000 foot ceiling, regardless of equipment. There will be no Telekinetic Flight trips to the moon.

If the psionicist with this discipline also has the Telekinetic Fine Control discipline, then the speed, range, and duration of this power is three times as listed; i.e. – Speed becomes 300 miles per hour for a cost of 6 Risk, with a bonus 150 miles per hour for each additional 3 Risk spent, to a maximum of 750 miles per hour. Range becomes the psionicist's Stamina stat times thirty in miles, and the duration of the ability becomes 60 minutes.

## Remote Viewing (Clairvoyance)

| | |
|---|---|
| **Range** | Special |
| **Damage** | none |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 5 per 10 minutes of use |
| **Activation Time** | 1 minute (12 rounds) |
| **Duration** | As long as the Psionicist wishes, until out of Risk. |

Remote Viewing is a psionic version of scrying, deployed by the U.S government in Project Star Gate to ferret out Secrets of enemy nations. Some say that the program started to counter a Soviet project during the first cold war.

The user of this ability sometimes sketches out details of what they see but this not truly necessary. As with mystic Scrying, sentient subjects of Remote Viewing can sometimes feel an odd sensation, as if they are being watched.

Remote Viewing can target a person or a place. Once



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a person is targeted, the Remote Viewing follows that person as they move about. Once a place is targeted, Remote Viewing is locked to that particular place. To use Remote Viewing, the psionicist rolls against their Perception stat plus their Use Psionic skill. This roll is heavily modified by factors of distance and relationship, as on the chart below.

| Circumstance | Bonus/Penalty |
|---|---|
| Distance | |
| Within the same building | +2 |
| Within the same block | +0 |
| Within the same city | -1 |
| Within the same nation | -2 |
| Within the same continent | -3 |
| Within the same world | -4 |
| Within the same dimension | -5 |
| Relationship with Person | |
| Close family, or Lovers | +2 |
| Good friend | +1 |
| Estranged family, office pals, bar pick-up | +0 |
| Casual Friend | -1 |
| Known by Reputation | -2 |
| Known by description | -3 |
| Total stranger, hated enemy | -4 |
| Relationship with Place | |
| Personal Residence of more than a year | +2 |
| Personal Residence of less than a year | +1 |
| Place you've spent a month or so | +0 |
| Place you spent a couple of weeks | -1 |
| Place you hung out for a few days | -2 |
| Place you passed through once | -3 |
| Place you've never been | -4 |

On a successful roll, the psionicist can view the target of their scry and a five-foot radius of their environment, or a ten-foot circle of a desired place. On a failed roll, nothing is seen and no Risk is spent. On a critically failed roll, the psionicist takes one Shrug from psychic backlash, and has the sense that *something* was looking back at them from a bad place.

Once Remote Viewing has been achieved, changing the targeted person or place requires another roll against Perception plus Use Psionics, and an expenditure of another five Risk for the next ten minutes. This can only be done if the person and/or place that you are viewing comes into contact with the person and./or place that you wish to view instead.

For Example: *Sid the Eye sees a toothsome lass while having dinner at the local chilli bar. He strikes up a conversation with her to get a base acquaintance bonus, then goes home and gets into his Remote Viewing chair. He successfully rolls his Perception plus Use Psionics roll (at -1 because she is in the same city, and an additional -1 for her being a "Casual Friend"). He coughs up five Risk, and he can now view the lass, and a five-foot circle of her environment for ten minutes. During this time, she drives home. Once she is in her bedroom, Sid decides he'd like to look through her closet and underwear drawer for a while, so he rolls his Perception plus Use Psionics roll again (at no penalty, he already has contact with the location), and burns another five Risk. He can now view a ten foot circle of the lady's bedroom (which is most of it) at his leisure for ten minutes. Later, he may wish to view other rooms of the house, follow the lady again, or follow other people who visit her, all of which he can do with the same roll (without penalty) and at the same cost of 5 Risk per minute.*

If the target of the Remote Viewing, or a person at the site of a location that is being viewed has the "Mind of Power" merit, they may detect that they are being viewed with a successful Perception plus Use Psionics roll. If this roll is successful, they will know that they are being viewed, but unless they also have the Remote Viewing discipline, will not know anything about the psionicist that is spying on them.

Persons without the "Mind of Power" merit will experience a sense that they are being watched, but are unable to confirm or deny the sensation, and will generally write it off as just "one of those things."

The psionicist using Remote Viewing has a view of his subject for ten minutes after the initial activation at a cost of five Risk. They can view them for another ten minutes at the cost of another five Risk, and continue to do so until either they no longer wish to view the subject or they run out of Risk to spend.

Remote Viewing allows the psionicist to see through walls and ceilings as if they weren't there, but any form of Psychokinetic Barrier is opaque to this discipline. Otherwise, there is no known psionic protection from being Remote Viewed. There may be magical means of protection.

## Teleportation

| | |
|---|---|
| **Range** | Will x10, x20, or x40 in miles |
| **Damage** | none |
| **Purchase Cost** | $35,000.00 |
| **Risk Cost** | 6, 8, or 10 |
| **Activation Time** | 1 round |
| **Duration** | Instant |

The text-book description of Teleportation is "the ability to travel from one point to another without crossing any of the points in between," but most modern psionicists would call it "beaming up," largely because most modern age psionicists have watched a massive



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amount of *Star Trek*.

The psionicist rolls agains their Perception stat plus their Use Psionics skill to teleport. The teleport makes no noise or visual effect they just vanish along with any gear they are carrying on their person (up to their maximum carrying capacity). Anyone touching the teleporter runs the risk of travelling along with them. The stress of carrying a extra passenger will prompt a roll on the teleporter's Stamina stat plus Toughness skill, at a penalty of -1 per person additional person with a maximum penalty of -4. A failure of this roll will cost the teleporter one Shrug per person carried along with them. This is extremely strenuous – carrying other people is something that most teleporters will do only as a last resort.

A psionicist with this discipline can Teleport to anyplace that they are familiar with (have spent at least a day at) without difficulty, or to anyplace that they can see directly (through binoculars or a telescope is acceptable, on YouTube or CNN is not), as long as it doesn't exceed their maximum range. A psionicist who can also use the discipline of Remote Viewing can Teleport to places that they have successfully viewed, but they must have viewed the area for a minimum of one hour. Even with this preparation, a teleporter can only teleport to locations within their range for their Risk expenditure: Their Will stat times 10 miles for 6 Risk, their Will stat times 20 miles for 8 Risk, or their Will stat times 40 miles for 10 Risk.

## Illusions

| | |
|---|---|
| **Range** | As Far as the User can See |
| **Damage** | none |
| **Purchase Cost** | $45,000.00 |
| **Risk Cost** | Special |
| **Activation Time** | 1 to 5 rounds |
| **Duration** | As long as the Psionicist wishes, until resisted |

The ability to fool the senses has long fascinated mankind, which would explain the obscene amounts of money that is spent to watch tricksters on stages in Las Vegas and in the movies. The psionicist with the Illusion discipline is able to create simple or complex phantasms that can fool all five senses. It requires a roll of the Will stat plus the Use Psionics skill to create illusions; this roll is heavily modified (see below).

The Illusion created can last for as long as the psionicist concentrates on it, so the initial Risk expenditure lasts for the duration of the Illusion. However, the psionicist must keep the illusion moving and update its appearance as its environment changes to keep it convincing, so a fresh roll of Will plus Use Psionics is required once every 20 minutes that the Illusion is kept up.

Illusions have too many uses to list here, and players are encouraged to use this power creatively. The "Deal" is in full effect with this power, although all uses of the power are subject to GM approval.

The Art skill is extremely valuable for the creation of good illusions. Before creating an Illusion, the psionicist may make a roll of their Intelligence stat plus their Art skill. If this roll is successful, half of the margin of success is added to the Will plus Use Psionics roll to generate the illusion.

For Example: *Alice the Psychic Art Student adds her Intelligence stat (4) plus Art skll (7) (a total of 11) and rolls a 5, which has a margin of success of 6. Then, she adds her Will stat (9) to her Use Psionics skill (4), and adds half of the margin from her Intelligence plus Art roll (6 divided by 2 = 3), for a total of 16 (9 + 4 + 3 = 16).*

People viewing the Illusion may contest the Will plus Use Psionics roll used to create the Illusion with a roll against their Perception stat plus their Investigation skill. If people viewing the illusion win the contest, they note something odd or incongruous about the Illusion, and may make a Will stat plus Perception roll to deny the illusion. If this roll is a success, they have seen through the Illusion, and while they still perceive it, they know it for what it is and can see right through it as if it is a ghost.

The Risk cost for putting up any particular Illusion is based on both the size of the illusion and the number of senses that the Illusion is designed to fool. The larg-



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er the Illusion, and the more senses it spoofs, the more Risk the Illusion costs to generate, and the more difficult it is to create.

| Modifier | Penalty | Risk Cost |
|---|---|---|
| Size | | |
| Mouse Sized | -0 | 2 |
| Dog Sized | -1 | 4 |
| Human Sized | -2 | 6 |
| Elephant Sized | -3 | 8 |
| Damn! (Whale and beyond) | -4 | 10 |
| Senses Spoofed | | |
| One | -0 | 1 |
| Two | -1 | 3 |
| Three | -2 | 5 |
| Four | -3 | 7 |
| Five | -4 | 9 |

For every sense that the Illusion is designed to "spoof," it takes one round to activate the illusion.

For Example: *Alice the Psychic Art Student wants a group of mooks to think that they are being assaulted by a rotting corpse that has returned from the grave, complete with maggots falling out of its eye sockets. She uses her art skills to make the image realistic (as above) and throws in one of her own personal memories from her childhood of an old piece of steak with big ol' stinky maggots on it, to make the illusion smell "extra special." The ghoul will be man-sized, for a Risk cost of 6 and a penalty of -2. Alice is being a bit sadistic with this illusion – she wants it to not only be a horrible vision, but she wants the mooks to hear its moans of soulless torment, to smell the rot of it, to taste the aroma of it on their tongues, and even to be able to feel the slimy, cold flesh and wriggling maggots. The Illusion will spoof all five senses, for a Risk cost of 9 and a penalty of -4. This brings the total Risk cost to 15 and the total penalty to -6; this is a tough roll, but within Alice's capability.*

*She adds her Intelligence stat (4) to her Art skill (7) for a total of eleven and rolls a seven, making her margin of success a 4. Half of this margin (2) is added to her Will of 9 and her Use Psionics skill of 4, for a total of fifteen (9 + 4 + 2 = 15). She subtracts her total penalty for the Illusion of -6 from this total for a new total of 9 (15 – 6 = 9). After five rounds of concentration (one for each sense "spoofed"), she rolls a 2, successfully creating the Illusion with a margin of success of 7. She spends the 15 Risk, and lets the Zombie go to town.*

*The terrified mooks each add their Perception stats (5) to their Investigation skills (1) for a total of 6. Somehow, none of them succeed the roll, much less beat Alice's margin of success of 7. The terrified mooks unload whole clips of ammunition into the moaning, writhing, shambling corpse, but it just won't die… it just keeps coming, walking up on them step by step, never falling, never slowing, and oh GOD, the smell…*

Illusions can not do damage, but they can lead to people doing damage to themselves. The illusion of a big hairy spider on someone's arm can lead them to beat at their arm with a stick, or lose control of a vehicle… in situations where the Illusion was designed to cause someone to become frightened or lose control, the target of such an action may make a Will roll to react normally. They are at a -3 to their Will roll if the Illusion is, for some reason, of something that they have a phobia against. If they fail this Will roll, they are at a -2 to all actions until the Illusion goes away… IF it goes away…

## Mental Domination

| | |
|---|---|
| **Range** | As Far as the User can See |
| **Damage** | none |
| **Purchase Cost** | $40,000.00 |
| **Risk Cost** | 8, 4 to maintain |
| **Activation Time** | 1 round |
| **Duration** | 20 Minutes |

This discpline allows the caster to control the mind of its subject, as if the victim were a puppet. It is considered a violation by psionicists, and psionicists who have studied this discipline are considered extremely dangerous. The words "shoot on sight" come into play a lot.

This discipline works in direct line of sight – if light is bouncing off of the subject and reaching the psionicist's eyes, this discipline may be used on them. This includes viewing the subject through visual aids such as binoculars and telescopes; it does NOT include viewing the subject through a digital camera or on a television monitor. The Remote Viewing discipline *can* be used to view the subject, and is often used in conjunction with this discipline.

The Psionicist rolls their Will stat plus their Use Psionics skill to activate this discipline. This roll is contested with the subject's Will stat plus their Toughness skill. If the subject wins this contest, the eight Risk cost of the discipline is expended, but there is no effect. If the psionicist wins this contest, they have spent the eight Risk necessary to activate the discipline and the subject is their puppet, under their complete mental command for a period of twenty minutes. If the psionicist wishes, they can extend the duration of the discipline, maintaining it for another twenty minutes. This re-



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quires another contested roll of the psionicit's Will stat plus their Use Psionics skill versus the subject's Will stat plus Toughness skill, and the expenditure of half the Risk cost of the discipline (4).

There is almost no limit to what the psionicist can command the subject to do with this discipline. Breaking the law, performing sexual acts, even harming loved ones can be asked of the subject, who has no choice but to perform these acts. While the discipline is active, the subject's consciousness is just along for the ride. They are aware of each and every action that they take during the duration that they are controlled, but they are unable to do anything about it. At the end of the discipline's duration, the psionicist can elect to command the subject to forget the experience. This separates the memory of the experience from the subject's conscious mind, but the horrific memories are still stored in the subconscious. They may surface as nightmares or flashbacks, and they can be accessed by another talented psionicist using the Mind Probe discipline. Alternately, someone using a roll of the Intelligence stat plus the Psychology skill may be able to locate these memories and give the subject conscious access to them, but once this box is opened, it can not be closed.

Any commands that would cause the subject immediate physical harm must contend with the subject's base instincts for survival. Should the psionicst give the subject a command that would be immediately lethal ("Walk into traffic" would be considered a command that would be immediately lethal. "Whore yourself to a football team" would not), the subject has a chance to break free of the discipline. The psionicst must roll their Will stat plus their Use Psionics skill upon making such a command, with a penalty of -3. This roll is contested by the subject's Will stat plus Toughness skill (at no penalty). Should the psionicst win this contest, the subject has no choice but to throw themselves into the jaws of lethality. Should the subject win this contest, not only do they not have to follow the dire command, but they have broken free of the discipline – the psionicst will have to activate it again to re-establish control.

Organizations that track the use of psionic powers, whether they are benevolent of malevolent, will expend massive effort to track down the psionicist who uses this discipline carelessly or casually. They may be trying to limit the damaging effects this discipline has on society, or they may want to take apart the psionicist's brain to see how this thing works.

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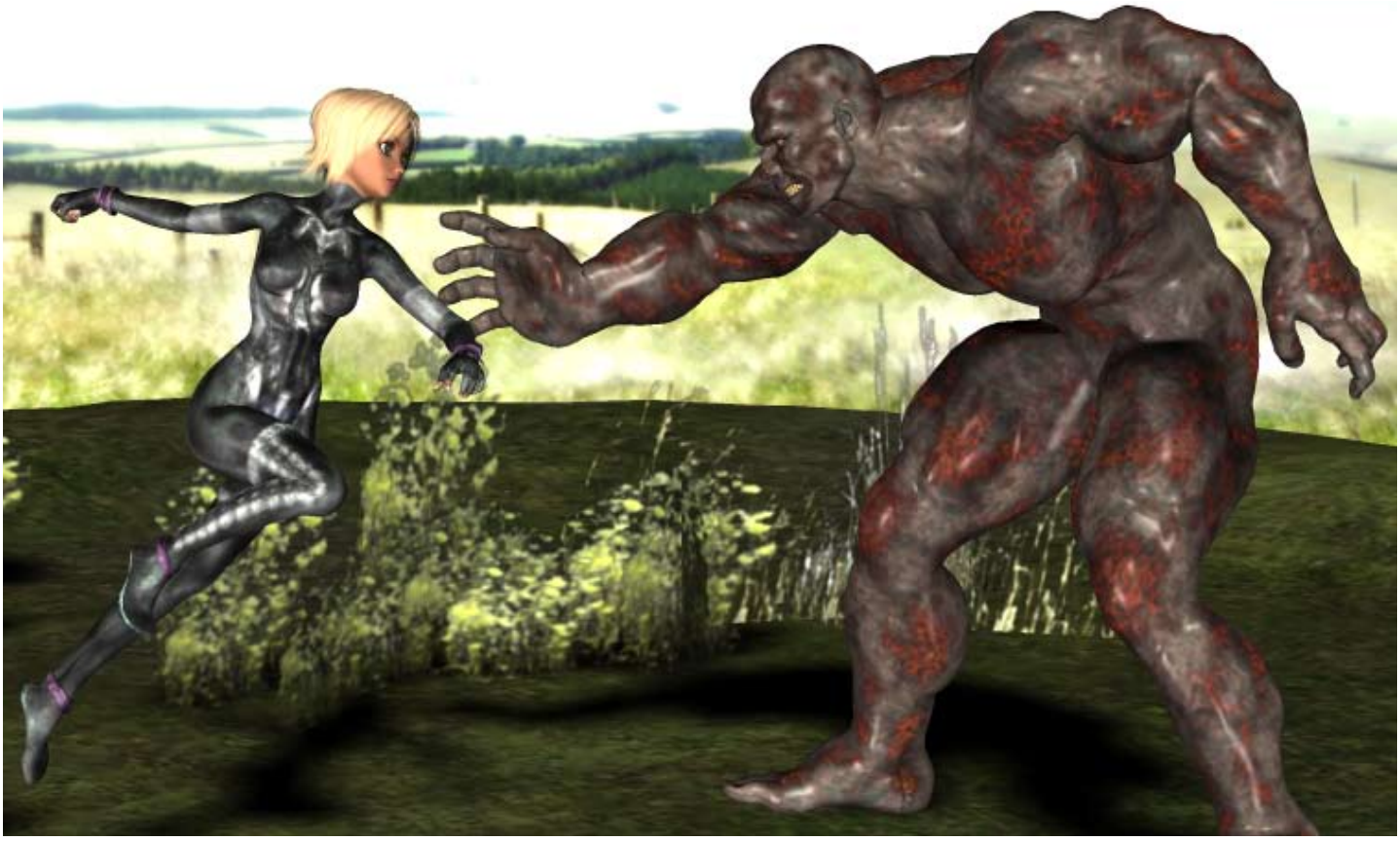

# Super Powers

Super Powers work in a large number of ways, defined by the player at the time that the power is purchased. A character might have the ability to fly because they can control gravitons, or have the ability to propel themselves through force of will. Most Super Powers in the world of Hot Chicks come from alien technology or super high-tech experimentation, but there are no limts to where abilities originate.

Super Powers are divided into sections. Attack powers are powers that are primarily offensive. They usually have something to do with doing damage, or peforming attacks that have effects besides damage. In some cases, if all the character wants to do is damage, it might be more efficient to just buy a gun. The advantage to having Super Powers, though, is that no one can take them away from you.

Defense powers are powers that allow the character to both defend themselves and recover from injury. They also allow for protection from all sorts of dangers, from starvation to the vacuum of space.

Sensory powers allow characters to use their five senses more effectively, and perhaps even add some senses that most people can't even conceive of.

Movement powres allow the character to move faster, farther, and better than characters without them.

Finally, there is the "everything else" category - Utility powers, which allow the character to do everything from shapeshift to turn insubstantial.

Super powers are expensive, but they are innate abilities that give the character an edge - usually a substantial one. Characters with these powers usually don't show them off in public more than they have to... unless they really enjoy being chased by black helicopters. Once a government knows that there is somethone out there that can shoot force beams out of their eyes or lift a metric ton, they'll burn substantial resources to capture that person and take them apart to find out how they work.

The power that these abilities can give to someone can be intoxicating, even seductive. There are plenty of monsters out there that have these powers, and if a character isn't careful, they may find themselves descending into the state of becoming a monster themselves. Do you really NEED to be able to punch through battleship steel plate, or would it just be really, really cool if you could?



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# ATTACK POWERS

**Damage Bonus**: $5,000. For every time that the Damage Bonus is purchased, the character does an additional +1 of Incoming Damage on Strength-Based attacks, such as Hand to Hand attacks or Throwing attacks.

**Damage Boost**: $25,000. For every time that the Damage Boost is purchased, the character doubles their strength and any levels of Damage Bonus to figure Incoming Damage.

**Sharpness**: $10,000. Hand to Hand attacks done by this character are assumed to be sharp and lethal. Defending characters can not use their Toughness skill to enhance their Damage Resistance against such attacks, unless they have a special ability which allows them to do so.

**Armor Piercing:** $2,000. For every time that this power is purchased, the character can ignore one Armor Shrug when making Hand to Hand attacks.

**Mookination**: $15,000. This is the super ability to remove a large number of Mooks from combat quickly. To use this power, the character with the ability spends five Risk Points before attacking. When a character with this ability successfully kills (or renders disabled) a mook in combat, it may immediately attack another mook. If the Character with Mookination kills mooks in subsequent attacks, it may continue on to another mook, so long as it continues to successfully kill (or render disabled) mooks. Once the character with Mookination either misses a mook, or hits one and fails to damage it severely enough to stop it from being a combatant, the character's attacks stop for that turn. Once that turn is over, the power must be activated again by spending the 5 Risk Point cost during following turns.

**Super Mookination**: $45,000. (This ability can be an upgrade from Mookination) Super Mookination is identical to the power of Mookination with the exception of the fact that it costs 10 Risk Points to activate, and for every successful attack and successful subsequent attack on a group of Mooks, the character with this ability forces ten mooks (or however are remaining less than 10) to roll their Damage Resistance against incoming Damage. As long as ANY mooks are removed from their ability to continue combat, the character with Super Mookination may attack again.

**Base Binding Attack**: $10,000. This ability allows the character to throw a Binding Attack without equipment, such as webbing, slime, glue, or what have you. The nature of the attack, whether it is an organic epoxy or gooey energy, must be defined when the attack is purchased. Where the attack issues from, whether it's thrown from glands in the wrists or out of the mouth or what have you, must also be defined when the attack is purchased.

The Binding attack has an accuracy of +0, short range of 10 feet, medium range of 20 feet, long range of 30 feet, and a maximum range of 40 feet. It has Binding Strength 5, Binding Difficulty –0, Binding Defense of 10, and Binding Shrugs of 0.

It costs one Risk Point to launch the attack, which is rolled on Dexterity plus Use Power.

The following powers are modifiers to the Base Binding Attack, and require the Base Binding Attack be purchased before they can be purchases. When one of these modifiers is added to the Base Binding Attack, it affects the Base Binding Attack permanently – the modifier can not be switched on and off, it applies every time that the Base Binding Attack is used.

**Binding Attack Strength Bonus**: $5,000. For every time this is purchased, the Binding Strength of the Base Binding Attack is increased by 1.

**Binding Difficulty Bonus**: $7,500. Every time this is purchased, the Binding Difficulty of the Base Binding Attack is increased by –1.

**Binding Defense Bonus**: $5,000. Every time this is purchased, the Binding Defense of the Base Binding Attack is increased by 1.

**Binding Shrugs Bonus**: $8,500. Every time this is purchased, the Binding Shrugs of the Base Binding Attack is increased by 1.

**Binding Range Bonus**: $4,000. Every time this is purchased, the short, medium, long, and



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maximum ranges of the Base Binding Attack increase by 5 feet.

**Binding Range Boost**: $15,000. Every time this is purchased, the short, medium, long, and maximum ranges of the Base Binding Attack doubles.

**Damaging Binding (alpha):** $5,000. This Binding Attack does damage when it hits the target successfully, having an incoming damage equal to its Binding Strength.

**Damaging Binding (beta**): $15,000. This Binding Attack does damage as long as the target is bound by it… it may be very sharp, very hot, or may have some other effect that causes continuous damage. The target of this attack that is successfully bound must make a Damage Resistance roll against an incoming damage equal to the Binding Strength of this attack every turn that they remain bound by it.

**Line Throwing**: $2,500. This allows the Binding Attack to be thrown as a simple line that adheres to the target, but does not bind it. The range of the Binding Attack is the length of the line. This line allows the attacker to pull the target to themselves. It can also be thrown at buildings, mountains, or other features, allowing the line thrower to climb on them or swing from them. The line detaches at a mental command from the line thrower, or if the line is left in place, dissolves within 24 hours. Using a thrown line to climb or swing gives a bonus of +3 to the Climbing or Acrobatics roll.

**Variable Effect I:** $2,500. This ability allows the Binding Attack to be switchable between more than one type – the character could fire either organic goo or magnetic energy, or fire either long strand polymers or ice flows.

**Variable Effect II**: $5,000. (This ability can be upgraded from Variable Effect I). This ability allows the Binding Attack to be switchable between up to ten types.

**Variable Effect III**: $10,000. (This ability can be upgraded from Variable Effect I or Variable Effect II). This ability allows the nature of the Binding Attack to be re-defined every time it is used.

**Variable Firing Area**: $5,000. This ability allows the location that the Binding Attack is fired from to be re-defined every time it is used.

**Variable Modifiers**: $2,500. This ability allows various modifiers to the Base Binding Attack to be turned on or off, allowing for variation of function.

**Base Flash Attack**: $5,000. This ability allows the character to make a Flash attack without equipment, such as a blinding burst of light, a sonic boom, or a cloud of stench. The nature of the attack, whether it is a solar light burst, a thunderclap, a blast of skunk-spray, or what have you, must be defined when the attack is purchased. Where the attack issues from, whether it is the eyes, the hands, the mouth, or what have you, must also be defined when the attack is purchased.

The base Flash attack is a melee attack that has a Penalty of -3 and affects one sense, chosen when the power is purchased.

It costs one Risk point to use this attack, which can be made with either Agility plus Hand to Hand, or Agility plus Use Power.

The following powers are modifiers to the Base Flash Attack, and require that Base Flash Attack be purchased before they can be purchased. When one of these modifiers is added to the Base Flash Attack, it affects the Base Ranged Attack permanently – the modifier can not be switched on or ff, it applied every time that the Base Ranged Attack is used.

**Flash Penalty Increase:** $3,500. For every time that the Flash Penalty Increase is purchased, the attack has an additional -1 of Flash Penalty.

**Ranged Flash Attack**: $3,000. This converts the Base Flash Attack from a Melee Flash attack to a Ranged Flash Attack with , an accuracy of +0, short range of 20 feet, medium range of 40 feet, long range of 60 feet, and maximum range of 80 feet.



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**Ranged Flash Attack Range Bonus**: $3,000. For every time that this ability is purchased, the character may add 10 feet to the short, medium, long, and maximum range of the ranged Flash attack.

**Ranged Flash Attack Range Boost**. $5,000. For every time that this ability is purchased, the character may double the base range of their ranged attack, as well as also doubling any Ranged Flash Attack Range Bonus they may have.

**Extra Sense**: $5,000. For every time that this ability is purchased (up to 4 times), the Flash Attack affects an additional sense.

**Variable Effect I:** $2,500. This ability allows the Flash Attack to be switchable between more than one type – the character could fire either lasers or electricity, o fire either ice or plasma bolts.

**Variable Effect II**: $5,000. (This ability can be upgraded from Variable Effect I). This ability allows the Flash Attack to be switchable between up to ten types.

**Variable Effect III**: $10,000. (This ability can be upgraded from Variable Effect I or Variable Effect II). This ability allows the nature of the Flash Attack to be re-defined every time it is used.

**Variable Firing Area**: $5,000. This ability allows the location that the Flash Attack is fired from to be re-defined every time it is used.

**Variable Modifiers**: $2,500. This ability allows various modifiers to the Base Flash Attack to be turned on or off, allowing for variation of function.

**Base Ranged Attack**: $2,500. This ability allows the character to make a ranged attack without equipment, such as laser eye-beams, power blasts, launching porcupine quills, fire-breathing and the like. The nature of the attack, whether it is a laser, a fire, or what have you, must be defined when the attack is purchased. Where the attack issues from, whether it is the eyes, the hands, the mouth, or what have you, must also be defined when the attack is purchased.

The base attack has a Damage of 5, an accuracy of +0, short range of 20 feet, medium range of 40 feet, long range of 60 feet, and maximum range of 80 feet.

It costs one Risk Point to fire this attack, which is rolled on Dexterity plus Use Power.

The following powers are modifiers to the Base Ranged Attack, and require that Base Ranged Attack be purchased before they can be purchased. When one of these modifiers is added to the Base Ranged Attack, it affects the Based Ranged Attack permanently – the modifier can not be switched on or off, it applies every time that the Base Ranged Attack is used.

**Ranged Attack Damage Bonus**: $100. For every time that the Ranged Attack Damage Bonus is purchased, the character does an additional +1 of Incoming Damage with their Ranged Attack.

**Ranged Attack Damage Boost**: $5,000. For every time that the Ranged Attack Damage Boost is purchased, the character doubles the base damage plus any Damage Bonus they they have on their Ranged Attack Damage.

**Ranged Attack Range Bonus**: $1,000. For every time that this ability is purchased, the character may add 10% to the short, medium, long, and maximum range of the ranged attack.

**Ranged Attack Range Boost**. $10,000. For every time that this ability is purchased, the character may double the base range of their ranged attack, as well as also doubling any Ranged Attack Range Bonus they may have.

**Ranged Attack Accuracy Bonus**: $2,500. For every time that this ability is purchased, the accuracy of the Ranged Attack increases by +1.

**Stunning I:** $2,000. This attack can NOT take the target below zero Shrugs. It can cause a target with zero shrugs to make a Damage Resistance roll, and knock them unconscious if they



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fail it, but once a target is at zero Shrugs, it can do no more Shrugs of damage.

**Stunning II**: $5,000. On a successful Attack, this attack causes the target to make a roll against Stamina plus Toughness, minus the damage of the attack. If the roll is failed, the target goes Unco with Shrugs. If the roll is critically failed, the target goes Unco with Shrugs AND loses a Shrug.

**Incendiary Ranged Attack:** $7,500. Purchasing this ability causes the Ranged Attack to become incendiary, igniting the target (and anything flammable in the target's near area). If the target does not succeed on their Damage Resistance roll on an Incendiary attack, they are on fire. They must make another Damage Resistance roll against the Incoming Damage of the attack –1 on subsequent turns, until they either succeed at a Damage Resistance roll, the attack's Incoming Damage is reduced to 0, or they "stop, drop, and roll," taking a full turn to extinguish the fire.

**Armor Piercing Ranged Attack**: $6,000. For every time that this ability is purchased, the Ranged Attack will ignore one Armor Shrug (or Shrug of Personal Durability). This enhancement can not be purchased more than five times for the same attack.

**Explosive Ranged Attack**: $6,000. For every time that this ability is purchased, the target of the Ranged Attack becomes the center of an Explosion with a radius of +1 – I.E., purchasing Explosive Ranged Attack five times, for a total of $50,000, will cause the target of the attack to be the center of an Explosion with a radius of 5.

**Suppressed Ranged Attack:** $2,000. For every time that this ability is purchased, targets and observers are at a -1 to all Perception-based rolls to hear, see, or locate the "Shooter," as the sound and visible effects of the attack are greatly lessened while leaving the force of the attack intact.

**Autofire Ranged Attack – Burst**: $3,000. This ability allows the Ranged Attack to be fired in a 3 round burst, as per the Autofire rules.

**Autofire Ranged Attack – Full Autofire**: $5,000. (This ability can be upgraded from Autofire Ranged Attack – Burst). This ability allows the Ranged Attack to be fired either in a 3 round burst or as a Full Automatic attack with a Rate of Fire of 10.

**Variable Effect I:** $2,500. This ability allows the Ranged Attack to be switchable between more than one type – the character could fire either lasers or electricity, o fire either ice or plasma bolts.

**Variable Effect II**: $5,000. (This ability can be upgraded from Variable Effect I). This ability allows the Ranged Attack to be switchable between up to ten types.

**Variable Effect III**: $10,000. (This ability can be upgraded from Variable Effect I or Variable Effect II). This ability allows the nature of the Ranged Attack to be re-defined every time it is used.

**Variable Firing Area**: $5,000. This ability allows the location that the Ranged Attack is fired from to be re-defined every time it is used.

**Variable Modifiers**: $2,500. This ability allows various modifiers to the Base Ranged Attack to be turned on or off, allowing for variation of function.



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# DEFENSE POWERS

**Personal Durability Alpha**: $250. For every time that Personal Durability Alpha is purchased, the character gains a +1 to their Damage Resistance.

**Personal Durability Beta**: $2,000. For every time that this ability is purchased, the character gains a personal Armor Shrug. These Shrugs can not be used for "Bursts of Speed" or "Bursts of Strength," nor do they allow the character to endure environmental hazards. These personal Armor Shrugs are only good for taking damage, but they heal normally, unlike the Armor Shrugs of equipment or Cyberware.

**Hardening:** $15,000. Any Armor Shrugs from personal durability are considered to be "Hardened," and Armor Piercing attacks do not bypass them.

**Flash Defense:** $2,500 per +1. The bonus conferred by this power is added to the character's Perception plus Stamina stat for the purpose of resisting the effects of a Flash Attack.

**Ignore Suffocation:** $20,000. The Character with this ability does not need to breathe, and can ignore effects of suffocation. This does not confer protection against low or high pressure, so crushing ocean depths and the vacuum of space are still lethal.

**Ignore Pressure Differential:** $20,000. The Character with this ability takes no damage from high or low pressures, so there is no damage or distress from crushing ocean depths or the vacuum of space, aside from the lack of breathable air. Does not confer the ability to ignore suffocation.

**Ignore Extreme Heat:** $30,000. The Character with this ability can tolerate extreme heat, such as the heat of fire or of immersion in molten lava. This power does not confer protection from Radiation.

**Ignore Extreme Cold**: $25,000. The Character with this ability can tolerate extreme cold, such as the arctic circle, the cold of airless space (but not the airlessness of airless space), or even the heat-sucking surface of Pluto.

**Ignore Re-Entry**: $10,000. The Character with this ability can tolerate the heat of re-entry, and safely enter the Earth's atmosphere from space without equipment. This power does not confer the ability to survive in space or the high atmosphere where lack of air and pressure will kill the character. Nor does this power confer the ability to REACH the upper atmosphere. This power also does not confer the ability to survive the fall from the upper atmosphere. All it allows a character to do is to survive re-entry without equipment.

**Ignore Radiation**: $30,000. The Character with this power does not suffer ill effects from exposure to Radiation at any level, from Sunburn through Hiroshima. This power does not confer protection from extreme heat.

**Ignore Hunger**: $15,000. The Character with this ability sustains itself without the use of food, and does not suffer from hunger. This does not confer the ability to live without water, and the character is still vulnerable to thirst.

**Ignore Thirst**: $15,000. The Character with this ability sustains itself without the use of water or fluids, and does not suffer from thirst. This does not confer the ability to live without food, and the character is still vulnerable to hunger.

**Ignore Poisons**: $15,000. The Character with this ability is not affected by toxins in any way whatsoever. Poisons, regardless of their vector or toxicity simply have no effect on the character at all. This does not protect the character from Diseases.

**Ignore Disease**: $15,000. The Character with this ability is not affected by diseases in any way whatsoever. Diseases, regardless of their vector or effect simply have no effect on the character at all. This does not protect the character from Toxins.

**Ignore Collisions and Falls**: $30,000. The Character with this ability takes no damage whatsoever from being involved in collisions, regardless of the speed of



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the collision or the presence (or absence) of mitigators. The Character with this ability also takes no damage whatsoever from enduring a fall from any altitude. This does not confer any protection for entering the atmosphere in re-entry, but does prevent all damage from a fall. This power also confers no protection from attacks – just because, technically, bullets "collide" with the character, it does not mean that bullet collisions fall under this power.

**Regeneration**: Regeneration comes in varying levels. Each level defines how quickly a Character with the ability regains lost Shrugs, and recovers from other conditions. A character with a lesser version of regeneration can upgrade to a greater version by paying the difference in costs.

**Regeneration Class F**: $750. A character with this level of regeneration regains one lost Shrug every hour without benefit of rest or medical aid. If a character with this level of regeneration is rendered Unco With Shrugs, they will regain consciousness in one hour without benefit of medical aid. If a character with this level of regeneration is rendered Unco by losing all of their Shrugs and failing a Damage Resistance roll, they will regain consciousness after regaining Shrugs at the rate of one an hour until they have 1 Shrug.

Characters with this level of Regeneration stop regenerating when they are Dead. This level of regeneration does not allow a character to regrow lost limbs, eyes, et cetera.

**Regeneration Class D:** $2,500. A character with this level of regeneration regains one lost Shrug every minute without benefit of rest or medical aid. If a character with this level of regeneration is rendered Unco With Shrugs, they will regain consciousness in one minute without the benefit of medical aid. If a character with this level of regeneration is rendered Unco by losing all of their Shrugs and failing a Damage Resistance roll, they will regain consciousness after regaining Shrugs at the rate of one a minute until they have 1 Shrug.

Characters with this level of Regeneration stop regenerating when they are Dead. This level of regeneration does not allow a character to regrow lost limbs, eyes, et cetera.

**Regeneration Class C**: $15,000. A character with this level of regeneration regains one lost Shrug every turn without benefit of rest or medical aid. If a character with this level of regeneration is rendered Unco With Shrugs, they will regain consciousness in one turn without the benefit of medical aid. If a character with this level of regeneration is rendered Unco by losing all of their Shrugs and failing a Damage Resistance roll, they will regain consciousness after regaining Shrugs at the rate of one a turn until they have 1 Shrug.

Characters with this level of Regeneration stop regenerating when they are Dead. This level of regeneration does not allow a character to regrow lost limbs, eyes, et cetera.

**Regeneration Class B:** $50,000. A character with this level of regeneration regains one lost Shrug every turn without benefit of rest or medical aid. If a character with this level of regeneration is rendered Unco With Shrugs, they will regain consciousness in one turn without the benefit of medical aid. If a character with this level of regeneration is rendered Unco by losing all of their Shrugs and failing a Damage Resistance roll, they will regain consciousness after regaining Shrugs at the rate of one a turn until they have 1 Shrug.

Characters with this level of Regeneration do not stop regenerating when they are Dead. Characters with Regeneration Class B regenerate one lost Shrug per day without benefit of medical aid while they are Dead. This continues until they have 1 Shrug, at which point they become conscious and regenerate at their normal rate. Characters with this level of Regeneration stop regenerating when they are Dead as Hell, and have no better time recovering from this state than any other character. This level of regeneration DOES allow a character to re-grow lost limbs, eyes, et cetera… when the character has regained ALL of their lost Shrugs, they have also regained any lost body parts.

Characters with Regeneration Class B can NOT have any Cyberware, as their body will reject it



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within minutes.

**Regeneration Class A:** $1,000,000. A character with this level of regeneration regains one lost Shrug every turn without benefit of rest or medical aid. If a character with this level of regeneration is rendered Unco With Shrugs, they will regain consciousness in one turn without the benefit of medical aid. If a character with this level of regeneration is rendered Unco by losing all of their Shrugs and failing a Damage Resistance roll, they will regain consciousness after regaining Shrugs at the rate of one a turn until they have 1 Shrug.

Characters with this level of Regeneration do not stop regenerating when they are Dead. Characters with Regeneration Class A regenerate one lost Shrug per day without benefit of medical aid while they are Dead. This continues until they have 1 Shrug, at which point they become conscious and regenerate at their normal rate. Characters with this level of Regeneration also do not stop regenerating when they are Dead as Hell.

When a Character with Regeneration Class A is Dead as Hell, their remains no longer regenerate, but the universe conspires to return them to existence. The character effectively regains one lost Shrug a week until they have 1 Shrug, at which point their corporal body re-forms in a place of their choosing, and resumes regenerating at the normal rate.

Killing a Character with Regeneration Class A is at least as hard as resurrecting a non-regenerating character who is Dead as Hell. It involves multiple adventures gathering just the right ingredients or building just the right equipment, dividing up the physical remains and carrying them to the far corners of the globe or putting some of them in space, or in the sun, and other activities which require a massive amount of effort. Characters and NPCs with Regeneration Class A CAN in fact be removed from existence permanently, but it's extremely difficult to do so.

This level of regeneration DOES allow a character to re-grow lost limbs, eyes, et cetera… when the character has regained ALL of their lost Shrugs, they have also regained any lost body parts.

Characters with Regeneration Class A can NOT have any Cyberware, as their body will reject it within minutes.

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# MOVEMENT POWERS

**Impressive Leaping**: $15,000. The character with this ability doubles all of their jumping distances, and doubles the effect of "Bursts of Speed" for increasing Jumping distance. This ability also allows a character to subtract their maximum jumping distance from any fall distance before calculating damage. If the fall's distance is reduced below the character's safe falling limit, the fall will do no damage.

**Extraordinary Leaping**: $30,000. (This ability can be an upgrade from Impressive Leaping). The character with this ability multiplies all of their jumping distances by five, and also multiplies all effects of "Bursts of Speed" for increasing Jumping distance by five. This ability also allows a character to subtract their maximum jumping distance from any fall distance before calculating damage. If the fall's distance is reduced below the character's safe falling limit, the fall will do no damage.

**Super Leaping**: $50,000. (This ability can be an upgrade from Impressive Leaping or Extraordinary Leaping). The character with this ability multiplies all of their jumping distances by ten (10!), and also multiplies all effects of "Bursts of Speed" for increasing Jumping distance by ten (10!). This ability also allows a character to subtract their maximum jumping distance from any fall distance before calculating damage. If the fall's distance is reduced below the character's safe falling limit, the fall will do no damage.

**Impressive Sprinting**: $10,000. The character with this ability doubles their running speed, and doubles the effect of "Bursts of Speed" for increasing Running Speed.

**Extraordinary Sprinting**: $20,000. (This ability can be an upgrade from Impressive Sprinting). The character with this ability multiplies their Running Speed by five, and also multiplies all effects of "Bursts of Speed" for increasing Running Speed by five.

**Super Sprinting**: $40,000. (This ability can be an upgrade from Impressive Sprinting or Extraordinary Sprinting). The character with this ability multiplies their Running Speed by ten (10!), and also multiplies all effects of "Bursts of Speed" for increasing Running Speed by ten (10!).

**Hyper Sprinting**: $65,000. (This ability can be an upgrade from Impressive Sprinting, Extraordinary Sprinting, or Super Sprinting). The character with this ability multiplies their Running Speed by one hundred, and also multiplies all effects of "Burst of Speed" for increasing Running Speed by one hundred.

**Sticktoitiveness**: $15,000. This is the ability to move along vertical surfaces such as walls and the sides of mountains as if they were floors or flat planes. Characters with Sticktoitiveness gain a bonus of +3 to the Climbing skill, but they rarely have to use it. Only when they attempt to cling to upside-down surfaces or climb along extremely slick surfaces will they need to make a roll against Agility plus Climbing. Normally, they can move at their full rate of movement along walls and such without difficulty.

**Hydroplaning**: $15,000. This is the ability to move along the surface of liquids as if they were solid roadways. To Hydroplane, a character must be moving at their full running speed. Should they slow down or stop, they will sink into the liquid that they were running along. So long as they move full-out, they can keep moving along the surface. This does NOT protect the character from the damaging effects that the liquid surface might have, such as the caustic burn of acid or the heat of molten lava.

**Flight**: $20,000. The Character can fly through the air without any visible means of support. The speed at which the Character flies is equal to their Speed statistic times five. Flying at this speed costs 1 Risk per minute. This speed can be increased by spending more risk. The base flight speed (Speed stat x 5) is multiplied by the amount of Risk spent on flight for that minute. For Example: *Super-Bob has a Speed Stat of 14, which allows him to fly at 70 feet per turn (9.5 miles an hour) for 1 Risk per minute. Bob wants to go faster than that, so he burns Five (5) risk per minute, and moves at 350 feet per turn (47*



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*miles an hour).*

**Discount – Winged Flight**: -25%. With this discount, the character flies with the use of wings. The wings must be fairly large (minimum fifteen foot wing span, unfolded). If the character can not unfurl their wings, or their wings are bound, they are unable to fly or even to glide. The wings also stand out in a crowd, giving the character a -4 to Stealth rolls to avoid being noticed visually (no penalty to avoid being heard). Clothing is difficult to find for a winged character, as clothing that fits around the wings is difficult to tailor (-2 to Intelligence plus Sewing).

**Discount – Gliding Only**: -15%. With this discount, the character can normally not gain altitude, and will lose ten feet of altitude for every one hundred feet travelled horizontally. If the character can find a thermal (with a Perception plus Use Powers roll) they can gain some altitude again, but this is difficult (Agility plus Use Powers at a penalty of -2). Even with this discount, though, the Flight power will allow a character to survive long falls.

**Super Flight**: $30,000. (This Ability can be Upgraded from "Flight") The Character can fly through the air without any visible means of support. The speed at which the Character flies is equal to their Speed statistic times fifty. Flying at this speed costs 1 Risk per minute. This speed can be increased by spending more risk. The base flight speed (Speed stat x 50) is multiplied by the amount of Risk spent on flight for that minute. For Example: *Super-Bob has a Speed Stat of 14, which allows him to fly at 700 feet per turn (95 miles an hour) for 1 Risk per minute. Bob wants to go faster than that, so he burns Five (5) risk per minute, and moves at 3,500 feet per turn (477 miles an hour).*

**Hyper Flight**: $50,000. (This Ability can be Upgraded from "Flight" or "Super Flight") The Character can fly through the air without any visible means of support. The speed at which the Character flies is equal to their Speed statistic times five hundred. Flying at this speed costs 1 Risk per minute. This speed can be increased by spending more risk. The base flight speed (Speed stat x 500) is multiplied by the amount of Risk spent on flight for that minute. For Example: *Super-Bob has a Speed Stat of 14, which allows him to fly at 7000 feet per turn (954 miles an hour, or Mach 1.2) for 1 Risk per minute. Bob wants to go faster than that, so he burns Five (5) risk per minute, and moves at 35,000 feet per turn (4772 miles an hour, or Mach 6.1).* It is important to note at these speeds that the human body is generally too small to generate the pressure wave necessary to create a sonic boom. While characters with this ability CAN whistand the air-friction of moving at these speeds, they do not have the ability to tolerate re-entry.

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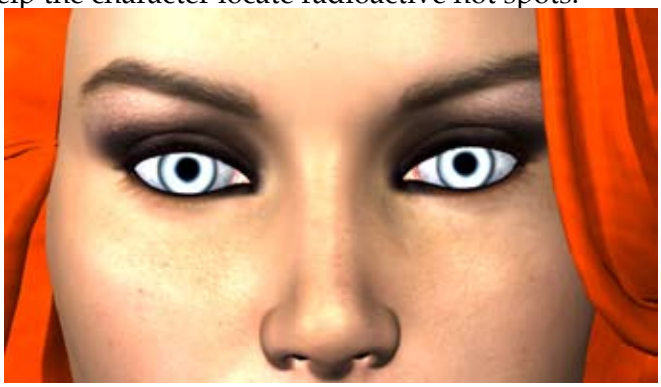
# SENSORY POWERS

**Telescopic Vision**: $15,000. The character with this power can see great distances. Seeing objects several miles away is fairly easy, anything further would require a roll against the Perception Stat plus the Use Powers skill. This roll can also be used to search very large open areas using Telescopic Vision.

**Microscopic Vision**: $15,000. The character with this power can see very tiny objects. Seeing objects normally just too small to be noticed by the naked eye is easy, anything smaller would require a roll against the Perception Stat plus the Use Powers skill. This roll can also be used to search for details in a small area.

**Infra Red Vision**: $20,000. The character with this power can see into the Infra Red portion of the spectrum, allowing them to see heat patterns. This can be useful for tracking, finding hot or cold spots, even trying to locate ghosts. This power also negates the penalties for being in Total Darkness.

**Ultra Violet Vision**: $10,000. The character with this power can see into the Ultra Violet portion of the spectrum. This has limited use, but if there is a source of ultra violet light in an area, it allows the character to see by usually non-visible light. It allows them to see patterns in nature that are usually hidden from creatures without access to this portion of the spectrum, and can help the character locate radioactive hot spots.



**See Through Stuff**: $25,000. The character with this power can see through normal matter as if it was not there. The character can choose the depth to which their vision penetrates, from looking through leather and cloth to looking through flesh and organs. To look through particularly dense metals, such as gold or lead, the character must make a roll against their Perception plus their Use Powers skill.

**Vision Potency**: $2.500 per +1. The character with this power has better vision than the average person with the same Perception statistic. The character receives the bonus from this power on any Perception-based roll in which they are using their sense of sight.

**All-Around Vision**: $35,000. The character with this power can see in a complete three-hundred and sixty degree arc around them, both horizontally and vertically. Not only is it nearly impossible to sneak up on them, but they effectively have NO FLANK. Attacks and targets at their sides and rear are treated as being in front of them for combat purposes.

**Tracking by Ear:** $15,000. The character with this power can locate things by the sound they make, from falling coins to ninjas stepping on twigs. This power negates the penalty for Total Darkness by allowing the character to locate targets by hearing alone.

**Ear Filter:** $10,000. The character with this power can focus on individual sound patterns in the midst of a cacophony, doing things like picking out a single conversation in the middle of a Rave or hearing the single mis-aligned component in a Nascar racing car going at full speed. At the GM's option, depending on the severity of the sonic confusion, a roll on Perception plus Use Powers may be required.

**Super/Sub-Sonic Hearing**: $15,000. The character with this power can hear sound frequencies that most humans can't, from pitches so high that only dogs can usually hear it to subsonic thrums so low that they are usually only registered by scientific equipment.

**Audio Potency**: $2,500 per +1. The character with this power has better hearing than the average person with the same Perception statistic. The character receives the bonus from this power on any Perception-based roll in which they are using their sense of hearing.

**Sensitive Nose**: $20,000. The character with this power has an extremely sensitive sense of smell. They receive a +5 bonus to rolls to track. With a successful Perception plus Use Powers roll, they can determine if there is a toxin or narcotic in food, drink or air by the sense of smell alone, sampling such a small amount of the drug or poison that they are unaffected by the tiny dosage. With the use of the Chemistry skill, they can use their sense of smell to determine chemical components of compounds without the use of a laboratory.

**Fascile Tongue**: $15,000. The character with this power has a sensitive and discriminatory sense of taste. They can determine the composition of anything they



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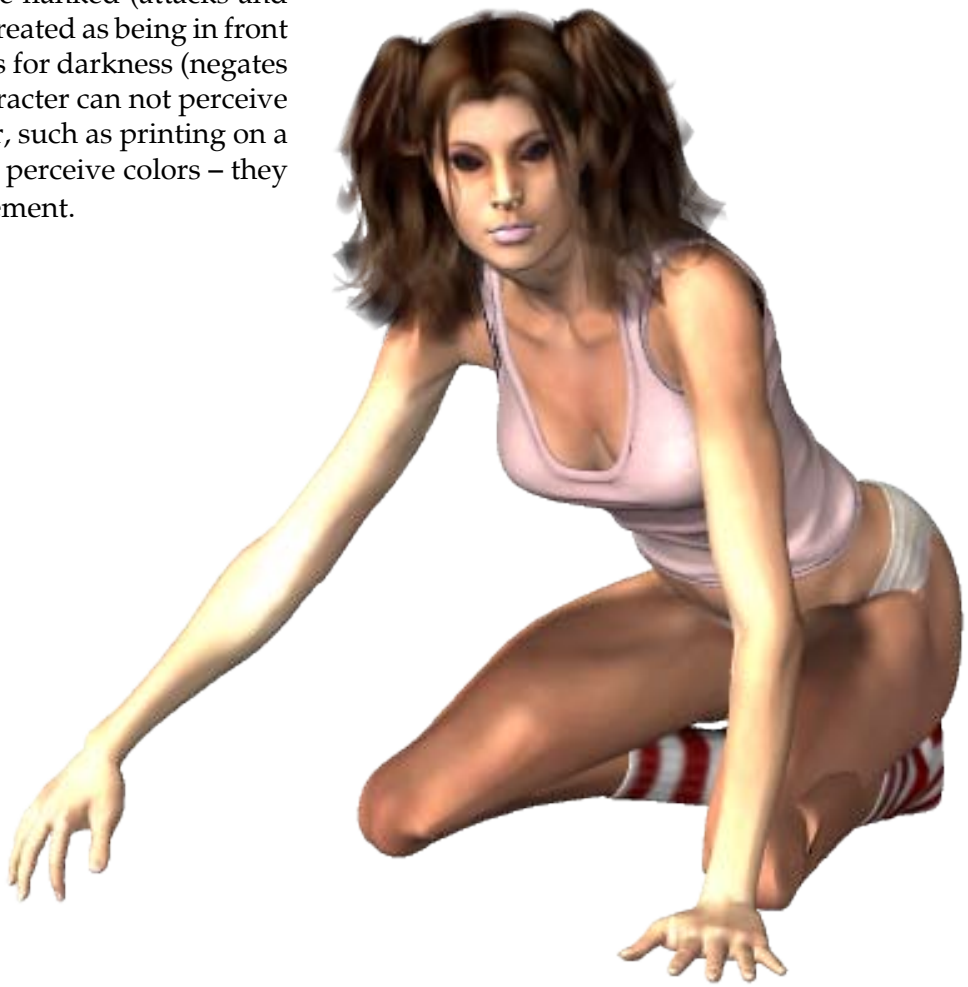
taste with a roll against Perception plus Cooking or Perception plus Chemistry. With a roll of Perception plus Use Powers, they can determine if there are toxins or narcotics in food or drink when taking the barest of tastes, without receiving enough of a dosage of drugs or poisons for them to take effect. Because this often involves their tongue having more texture (because there are more taste buds), this power also confers a +2 to the Seduction skill where the tongue is a factor.

**Tactile Delicacy**: $20,000. The character with this power has an amazingly sensitive sense of touch. They can receive a +3 to Perception-based rolls when using their sense of touch, and a +4 to Seduction rolls where the sense of touch is a factor. They can also receive a +2 bonus to Fabrication and Repair rolls as they can use their fingertips almost like extra eyes while making repairs and building delicate items.

**Radar Sense**: $50,000. The character with this power is completely aware of their surroundings at all times, being able to perceive with a sense other than sight, sound, taste, smell, or touch. This sense extends to their normal visual range, works in three-hundred and sixty degrees in both the horizontal and vertical axis, and relies on no outside energies such as light or sound waves. The character can not be flanked (attacks and targets to the sides and rear are treated as being in front of them) and suffers no penalties for darkness (negates all darkness penalties). The character can not perceive very fine details with this power, such as printing on a sign or a page, and they can not perceive colors – they are perceiving shapes and movement.





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# UTILITY POWERS

**Impressive Lifting**: $15,000. This character with this ability doubles throwing distance, their carrying capacity, and the amount they can dead-lift, as well as any effect for rolling a :"Burst of Strength" to increase lifting weight or duration Instead of every one pound over the Character's Strength dropping the maximum throwing distance by five feet, every TEN pounds over the Character's Strength drops the maximum distance by five feet. The maximum damage that a character with Impressive Lifting goes up to the weight of the object thrown, plus the Character's strength, to a maximum of 25.

**Extraordinary Lifting**: $30,000. (This ability can be an upgrade from Impressive Lifting). The character with this ability multiplies their throwing distance, carrying capacity, and the amount that they can dead left by five, as well as any effects for rolling a "Burst of Strength" to increase lifting weight or duration. Instead of every one pound over the Character's Strength dropping the maximum throwing distance by five feet, every FIFTY pounds over the Character's Strength drops the maximum distance by five feet. The maximum damage that a character with Super Lifting goes up to the weight of the object thrown, plus the Character's strength, to a maximum of 30.

**Super Lifting**: $60,000. (This ability can be an upgrade from Impressive Lifting or Extraordinary Lifting). The character with this ability multiplies throwing distance, their carrying capacity, and the amount that they can dead left by ten, as well as any effects for rolling a "Burst of Strength" to increase lifting weight or duration Instead of every one pound over the Character's Strength dropping the maximum throwing distance by five feet, every ONE HUNDRED pounds over the Character's Strength drops the maximum distance by five feet. The maximum damage that a character with Quantum Lifting goes up to the weight of the object thrown, plus the Character's strength, to a maximum of 50.

**Invisibility:** Variable. The ability to not be seen. This is available in several levels.

**Inviz 1** - $15,000. This is a light-bending ability that gives the Character +3 on Stealth rolls. They can be seen as a vaguely human-shaped outline, but all Perception checks to see them are at a -3 (on top of the Stealth bonus). It also confers a -3 penalty to rolls to attack the character with Inviz 1. It costs 1 Risk per minute (12 turns) to remain in a state of Inviz 1.

**Inviz 2** - $25,000. This is a form of true invisibility. It gives the Character +5 on Stealth rolls. They can be seen only by the effect they have on the environment such as footprints, moving curtains, changes in flows of smoke, and the like. All Perception Checks to see them are at -5 (on top of the Stealth bonus). It also confers a -5 penalty to rolls to attack the character with Inviz 1. It costs 1 Risk per minute (12 turns) to remain in a state of Inviz 2.

**Inviz 3** - $50,000. This form of invisibility defies physics and other laws of reality. Unless the character with this ability wishes it, they not only are invisible to all vision-based perception, but they leave NO traces in their environment. Any roll they must make on Stealth is considered to have a total of 25 before rolling, and other characters and NPCs are at a -10 to perceive them (on top of the 25 Stealth Roll). It also confers a -10 penalty to rolls to attack the character with Inviz 1. It costs 1 Risk per minute (12 turns) to remain in a state of Inviz 3.

**Inviz Discounts**: The cost of Invisibility can be reduced by including some limitations to it.

**Visible in Mirrors**: - 50%. The Character is invisible to direct perception, but they can be seen in any reflective surface.

**Visible to Machines**: - 30%. The Character is invisible to direct perception, but they can be seen through cameras.

**Visible to Eyes**: - 40%. The Character is invisible in reflections and to cameras, but they can be seen through direct observation.

**Intangibility**: Variable. The ability to phase through



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matter and energy. This is available in several levels.

**Intanj 1** - $25,000. This is short-term intangibility, good for deflecting some, but not all, of incoming attacks, and walking through thin (up to a foot) walls and objects. Intanj 2 costs 1 Risk per minute (12 turns) to keep active, and halves incoming damage from physical attacks (matter and/or energy). Psionic and magical attacks still do full damage. Attempts to walk through objects more than a foot thick cost one Shrug per additional foot travelled. While a Character with Intanj 1 is in a solid object it can not breathe. A Character in a state of Intanj 1 can also not eat or drink. If a character with Intanj 2 is in a solid object so long that he suffocates, or if he runs out of Risk while moving through solid matter, he will immediately take one Shrug, and then must make a roll against Stamina plus Toughness. On a successful roll, they are ejected from the solid matter into the nearest open space. On a critical success, they are ejected from the solid matter into an open space of their choosing. On a failure, they take another Shrug, and are ejected into the nearest open space. On a critical failure, they are trapped in the solid matter, becoming a part of it until the universe collapses, combining all molecules into a vast singularity, at which point no one really cares what happens to the character. (This is officially the same as a character being "Dead as Hell," and it is just as hard to recover the character from this state as it is to recover a character who has become "Dead as Hell).

**Intanj 2 –** $50,000. This is longer term intangibility, good for negating incoming damage and walking through larger objects. Intanj 2 costs 1 Risk per minute (12 turns) to keep active. Incoming damage from physical attacks (matter and/or energy) is negated, passing harmlessly through the character. Psionic attacks still do full damage, and magical attacks have their incoming damage halved. Characters with Intanj 2 can walk through any amount of solid material, but must hold their breath while doing so, and can not eat or drink while in a state of Intanj 2. If a character with Intanj 2 is in a solid object so long that he suffocates, or if he runs out of Risk while moving through solid matter, he will immediately take one Shrug, and then must make a roll against Stamina plus Toughness. On a successful roll, they are ejected from the solid matter into the nearest open space. On a critical success, they are ejected from the solid matter into an open space of their choosing. On a failure, they take another Shrug, and are ejected into the nearest open space. On a critical failure, they are trapped in the solid matter, becoming a part of it until the universe collapses, combining all molecules into a vast singularity, at which point no one really cares what happens to the character. (This is officially the same as a character being "Dead as Hell," and it is just as hard to recover the character from this state as it is to recover a character who has become "Dead as Hell).

**Note**: A Character with Inviz 2 and Intanj 2 or better can act as if it has Inviz 3 by spending 2 Risk per turn.

**Intanj 3** - $75,000. In this form of Intangibility, the character has actually lost their connection to many physical laws. Intanj 3 costs 1 Risk per minute (12 turns) to keep active. Incoming damage from physical attacks (matter and energy) is negated, passing harmlessly through the character. Psionic damage is also completely negated. Magical spells have their incoming damage halved by Intanj 3. Characters with Intanj 3 can walk through any amount of solid matter, and can breathe the mysterious intangible aether. They can not eat nor drink while in a state of Intanj 3. More, a Character with Intanj 3 can move in any direction, including straight up and straight down, as if walking or running, with no visible means of support. If a character with Intanj 3 is in a solid object so long that he runs out of Risk while moving through solid matter, he will immediately take one Shrug, and then must make a roll against Stamina plus Toughness. On a successful roll, they are ejected from the solid matter into the nearest open space. On a critical success, they are ejected from the solid matter into an open space of their choosing. On a failure, they take another Shrug, and are ejected into the near-



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est open space. On a critical failure, they are trapped in the solid matter, becoming a part of it until the universe collapses, combining all molecules into a vast singularity, at which point no one really cares what happens to the character. (This is officially the same as a character being "Dead as Hell," and it is just as hard to recover the character from this state as it is to recover a character who has become "Dead as Hell).

**Intanj Discounts**: The cost of Intangibility can be reduced by including some limitations to it.

**Blocked By "X"**: -25% There is some substance or effect that the Intanj character can not move through, such as Lead, Force Fields, Blessed Objects, Magic Objects, Adamantium, or the like. An Intanj Character with this limitation treats this object or effect as a solid object, even it if it being used to attack them (no damage reduction or negation). (Characters with Intanj can take this limitation twice for a discount of 50%, but then there are TWO types of substance or effect that they must treat as solid).

**Gadgeteer**: $30,000. The gadgeteer power includes a number of unique advantages.

1. Any super powers in this section can be purchased at some level of discount, being purchased as Gagdgets. The three levels of discount are…

   a. Powersuit – Powers purchased with this discount are a part of the character's costume or a part of the character itself. They need to be maintained constantly between missions, requiring a good deal of the player's roleplaying time going into "I need to get some fresh parts" or "I can't go out tonight, I'm re-tuning my emitters." Discount – 10%

   b. Durable Gadget – Powers purchased with this discount are in the form of easily portable devices which are tough (Damage Resistance 40, 4 Shrugs) but are easily identified as the source of the power involved, and can be stolen from the character. Damaged Durable Gadgets can be repaired with a successful Intelligence plus Repair roll, and are considered very complex machines. Discount – 50%

   c. Disposable Gadget – Powers purchased with this level of discount are in the form of easily portable devices which are more fragile (Damage Resistance 15, 1 Shrug) and which have a limited number of uses. A Disposable Gadget may be used a total number of times equal to the Gadgeteer's Will statistic before it is useless and must be replaced… there is no repairing Disposable Gadgets. Discount – 75%

2. Gadgeteers are amazingly fast at the tasks of construction, fabrication, and repair. When a character with the Gadgeteer package is using any of these skills, the time necessary to complete the tasks shifts four spaces up on the Time and Tasks chart.

   For Example: *Doctor Fixthings, a Gadgeteer, needs to repair the engine on the team car before anyone comes back to the base and realizes that he blew it out while trying to use it to make coffee. Normally, the time required to fix a complex machine is 1 day, but being a Gadgeteer, Doctor Fixthings moves four spaces up the chart to the time of 1 hour. It will only take him 1 hour to repair the damage done to the car.*

3. When making their own versions of completely mundane equipment from the basic equipment lists, not only do Gadgeteers do it one step faster on the Time and Tasks chart, but they also do it at one-tenth the materials cost.

4. If a Gadgeteer has no tools whatsoever available for repairing, fabricating, or constructing, they can still perform the tasks without penalty if they take the full time required, rather than shift four spaces up on the Time and Tasks chart.



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**Shapemorph (alpha)**: $25,000. This is the ability to alter one's own shape to resemble other people. Height, apparent weight, skin color, skin texture, amount of hair, body shape, even gender can be changed. It requires a successful Perception plus Use Powers roll to duplicate another human being. Though apparent weight can be changed, the character's actual weight does not alter (conservation of mass is in full effect). Use of this power gives a +4 modifier to the Styling skill, and the character with this power can elect to give themselves the benefits of the Hot Chick or Hot Dude merits, or even the penalties of the Butt Ugly flaw. The main limitation of this power is that it allows the character to take on the complete appearance of another human being, but it does NOT allow the character to duplicate the character's clothing. It takes one full turn to change appearance. There is no limit to the amount of time an altered form can be held.

With a successful Perception plus Acting roll, this power also allows the character to mimic another person's voice, but this is not automatic, so there may be a disparity between the character's appearance and their voice.

**Shapemorph (alpha) Modifications**

**Clothing Also (alpha)**: $5,000. This modification allows the character with Shapemorph to also duplicate another person's clothing, or to appear in any clothing that they wish to. It takes one full turn to change the appearance of the character's clothing, and there is no limit to the amount of time altered clothing can be held. The clothing is a part of the character, however – it can not be removed, and close examination will reveal that it is actually the character's skin.

**Clothing Also (beta):** $10,000. This modification allows the character with Shapemorph (beta) to also duplicate another person's clothing, or to appear in any clothing that they wish to, as per Clothing Also (alpha). However , with this modification, the character is actually transforming the clothing, not merely changing their own shape and color to mimic clothing. The transformed clothing can be removed, and is not actually a part of the character. Any clothing being worn by the character can be transformed into other clothing, but any armor value of the clothing is unaffected.

**Shapemorph (beta):** $40,000. This is the ability to alter one's shape to resemble animals and, to some degree, function as an animal. Height, weight, skin color, skin covering, shape, even gender can be changed. Conservation of mass is not in effect with this power – a character can become something as small as an insect (albeit a very strong, very tough insect), or as large as an elephant or whale (albeit a very weak, very fragile whale). It requires a successful Perception plus Biology roll to duplicate an animal to such a degree that no one can tell that there is anything "wrong" with it, otherwise there will be anatomical anomalies that will tell a skilled observer that the character is, in fact, not a "real" animal at all.

A character's clothing does not make the transformation with the character – if they are changing into an animal form that is larger than their human form, any clothing worn at the time will be destroyed by the process. If they are changing into an animal form that is smaller than their human form, a roll on Agility plus Escapology is needed to extricate themselves from any clothing worn during the transformation.

This transformation is extremely taxing. It can last, without difficulty, for a maximum number of hours equal to the character's Will statistic. After this, a roll against the character's Will plus Use Powers skill is required for each additional hour that the animal form is to be held, with a penalty equal to the number of hours beyond the character's Will statistic.

For Example: *Mangar the Animal Guy is hiding out in a Columbian drug dealer's house disguised as his pet monkey. His Will statistic is an 8, his Use Powers skill is 2. He can hold the monkey form for eight hours with no problem. Holding the form a ninth hour will require a roll against his Will (8) plus his Use Powers skill (2) minus the number of hours past his Will statistic (1). 8+2 = 10, 10 – 1=9. Mangar's player must roll a 9 or under on 1d20, or*



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*revert back to his normal form.*

Because this power allows the character to assume some animal characteristics, they can gain TWO of the following benefits while in animal form, depending on the animal type.

Water Breathing
Flight (Winged)
Extra limbs (besides wings)
+10 to Speed Statistic
+2 to Damage
+2 to Strength
+2 to Stamina
+1 to Agility
+1 to Dexterity
+3 to Perception
+5 to Damage Resistance
+2 Armor Shrugs
Haymaker Merit
Kicks like a Mule Merit

These bonus abilities last only as long as the character is in the given animal form.

As it is taxing to assume animal forms, once a character with this power reverts back to their normal form from an animal form, they can not take another animal form for a number of turns equal to 20 minus their Stamina statistic. However, for a cost of 5 Risk, they can IMMEDIATELY go into another animal form, or even go into one animal form directly to another animal form without reverting back to their natural form.

Taking a form that gives a bonus to Stamina DOES increase the number of Shrugs that the character has while in that form. When transforming back, however, the character retains all of the damage that they have taken, even if this puts them under zero Shrugs.

**Shapemorph (beta) Modifications**

**Extra Abilities**: $5,000 per additional ability. Each time this modification is purchased, the character has access to another of the animal forms benefits – I.E. – purchasing this modification twice would allow the character to gain four of the animal form benefits, instead of two.

**Intermediary Form**: $10,000. This modification allows the character with Shapemorph (beta) to take on a half-human form with characteristics of both human and animal. This form can still select two benefits from the animal forms benefits list. While in this form, the character can use equipment that requires human hands and feet, and can communicate with humans with no difficulty.

**Monster Form**: $10,000. This modification allows the character with Shapemorph (beta) to take on a form that has nothing to do with recognizable terrestrial species. This allows for the duplication of extraterrestrial creatures, demons, or monsters from the depths of the imagination.

**Clothing Transformation**: $5,000. This modification allows the character with Shapemorph (beta) to transform while fully clothed with no difficulties… their clothing vanishes when they transform, and reappears on them when they take their human form again.

**Shapemorph (beta) Discounts**

**Form Limitation (class)**: - 25%. This discount limits the character with Shapemorph (beta) to changing into only one class of animals, such as mammals, fish, reptiles, or birds; the class they are limited to is chosen when this discount is taken. They are unable to change into animals of any other class, but they can turn into any species within their chosen class.

**Form Limitation (species):** - 50%. This discount limits the character with Shapemorph (beta) to changing into only one species of animal, such as dolphin, wolf, trout, iguana, eagle, or muskrat; the species they are limited to is chosen when the discount is taken. They are unable to change into animals of other species. They will always have the same animal form



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bonuses when they transform into their chosen limited species – they can not change the animal form bonuses received between transformations. If they have the Intermediary Form modification, they can turn into an intermediary form between human and their chosen limited species. The intermediary form CAN have different bonuses from the chosen limited species form. If the character also has the Monster Form modifier, the chosen limited species can be a demon, extraterrestrial, or some creature from the depths of the imagination.

**Extra Limb:** (Varible). Each time this power is purchased, the character has an additional limb. The cost is based on the type of limb purchased. Some limbs must be purchased in pairs, such as legs and wings. Different types of limbs give the character different bonuses and advantages. It can be VERY difficult to find clothing to fit characters with multiple additional limbs.

**Arms**: $15,000 each. Extra arms give the character extra actions. For every additional arm, the character can perform an additional action per turn at no multiple action penalty. I.E. – Skilly the Squid purchases five additional arms. He is at no penalty for taking up to six actions in a turn. If he wants to take seven actions, he is at a -1 to all actions. Additional arms also allow a character to hold more equipment, scratch the difficult-to-reach parts of their back, and carry more than one two-handed weapon.

**Legs**: $20,000 a pair. Extra sets of legs allow a character to move faster, adding 10 to their Speed Stat for every additional pair of legs. They can also perform kicks more efficiently as they do not have to balance on one leg to kick. Purchasing any number of pairs of additional legs negates the -2 penalty for Kicking. In addition, every pair of legs purchased allows the character to make an additional kicking attack at no multiple action penalty. I.E. – Skilly the Squid purchases four additional sets of legs. He can make up to five kicking attacks in one turn without taking any multiple action penalties.

**Wings**: $15,000 a pair (note – this is the same cost as purchasing the Flight power with the "Winged Flight" discount). As much as a single pair of wings gives the character the power of Flight. Additional pairs of wings increase the character's flight speed by 50 feet per turn. Because wings with the span to support a human-sized mass are fairly large, they can also be used to parry attacks at a +1, although the "Parrying melee attacks while unarmed" penalties apply.

**Tentacles/Other**: $20,000 each. Tentacles are assumed to have roughly double the character's reach, and are extremely flexible. They are useless for fine manipulation, but can be used to full effect in combat. Tentacles can hold melee weapons and can even hold firearms, but they can not fire firearms. Being extremely flexible, Tentacles can be used to grapple with a +2 to the Grappling skill. Each additional tentacle allows the character to make one additional attack with no multiple action penalty. If a character with more than one tentacle loses the use of their legs, the tentacles can be used for locomotion at a speed equal to half of the character's Speed statistic per turn.

**Tentacle Modifications**

**Manipulator**: $5,000 per tentacle modified. Tentacles with the Manipulator modification have the ability to use fine manipulation. They may be very thin, extremely supple, or may even subdivide towards the end into a number of sensitive sub-tentacles. Manipulator tentacles can be used for doing fine work, and can even fire guns.

**Ground Locomotor**: (Character must have more than one Tentacle to purchase this mod). $10,000 flat fee. This modification allows a character to move along the ground at their standard rate of speed with only the use of their tentacles.

**Brachiation Locomotor**: (Character must have more than one Tentacle to purchase this mod). $15,000 flat fee. This modification allows a character to move by swinging from their ten-



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tacles from branches, street-lights, or other urban features. They can move at their standard movement rate using this method.

**"Naughty" Tentacle**: $10,000 per tentacle modified. Tentacles with this modification are sex organs. Male characters with "Naughty" Tentacles can use their tentacles to inseminate females, while female characters with "Naughty" tentacles can use their tentacles to withdraw semen from males. Unwilling victims of such uses of "Naughty" tentacles, regardless of gender, must make a roll against their Will statistic plus their Toughness skill. If they fail this roll, they are at -3 to all actions as a result of terror and physical stresses, and will be at that penalty until the attack is over. Critical failures of this roll will drive the victim Unco with Shrugs, as they pass out from the sheer horror of the event.

**Longer**: $10,000 per tentacles modified. Tentacles are normally twice as long as the character's arms. Tentacles with this modifier can be stretched out to five times the length of the character's arms. (A character's arms are generally assumed to be somewhere around two to two and a half feet long… this would make the lengthened tentacles ten to twelve feet long).

**Risk Control**: $40,000. This amazingly potent power allows a character to affect how other characters and NPCs use their own Risk. Characters with Risk Control get a secondary pool of Risk equal to one-half their own Risk points. This secondary pool of Risk can only be used to affect other people's Risk usage.

Characters with Risk Control can spend this secondary Risk pool in one of two ways.

First, they can negate other character's or NPC's use of their own Risk on a one-to-one basis. I.E. – *A hero spends ten Risk to double their damage. Vinny Douchebag, the Villain, uses his Risk Control power. He can spend four Risk to reduce the hero's effective Risk usage to six, taking the Doubled Damage to a +5 Damage. He could spend seven of his secondary Risk pool to reduce the Hero's effective Risk usage to three, taking the Doubled Damage down to a +1 to Damage, or he could even use ten of his Secondary Risk Pool to completely negate the Hero's Risk usage*. When Risk Control is used in this fashion, the Risk spent by the character who has had his Risk negated is still lost. A character with Risk Control can negate as much Risk as is spent in a turn, to the limit of the amount of Risk in their Secondary Risk Pool.

Secondly, they can add Risk to another Character's or NPC's Risk usage, up to the amount spent by that Character or NPC. I.E. – *A hero spends three Risk to get a +1 to his attack roll. Grace the Angel, with Risk Control, could add another three Risk from her own Secondary Risk Pool to bump the hero's Risk Usage up to six, for a +2 to their attack, but she could not add seven to the Risk spent for the +3, because the hero spent only three points*. The beneficial Risk given in this manner need not be for the same use as the Risk spent by the character being benefitted. I.E. – *The hero spends ten Risk to get a +3 to his attack. Grace the Angel spends ten of her Secondary Risk pool to double the hero's damage.*

Risk Control requires a roll against the character's Will stat plus their Use Power's skill to use. Characters who are targets of this power, whether being negated or benefitted, can contest this roll with their Will stat alone. No Risk may be spent on these rolls.

Risk Control works only in Line of Sight.

**Risk Control Modifiers**

**Enhanced Secondary Pool:** $20,000. With this modifier, the character with Risk Control has a Secondary Risk pool equal to their Risk points, not half of their Risk points.

**Flexiveness**: (variable) This power confers the ability for the character to become extremely flexible. It comes in several forms.

**Merely Squishy**: $25,000. This level of Flexiveness allows a character to compact, compress, or bend parts of their body that are usually solid or rigid, such as the rib cage, pelvis, spine,



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or skull. A character with Merely Squishy can force themselves through very small holes (as little as six inches in diameter) with a successful Agility plus Escapology roll. Further, a character with Merely Squishy has a +2 bonus to the Grappling skill, as they can wrap their bodies around opponents or twist their limbs out of a grip with surprising ease. They also receive a +2 bonus to the Escapology skill, as they can compress their hands and feet to escape ropes and cuffs. Characters with Merely Squishy take half damage from falls and collisions, as their bones simply do not break.

**Squishy and Stretchy**: $40,000. This level of Flexiveness confers all of the bonuses of Merely Squishy, but also allows the character to extend part or all of their body, stretching it out. A character with Squishy and Stretchy can multiply their height, or the length of any body part, by their Stamina statistic with no problem. A character with this power can extend further, but it requires a roll against the Stamina statistic plus the Use Powers skill to go past the Length times Stamina limit. The furthest that a character with this power can stretch themselves (or any part of themselves) is equal to their height (or length of a body part) times their Stamina, times two. If they attempt to stretch further than this, or are forced to stretch further than this, they take one Shrug per turn that they are past the limit.

**Squishy, Stretchy, and Shapely**: $60,000. This level of Flexiveness confers all of the bonuses of Squishy and Stretchy, and also confers the power to take on and hold different shapes. If the character is attempting to duplicate the shape of a specific object (or person), a roll against Perception plus Use Powers is required, with a failure meaning that the shape that is taken is incorrect. This does not confer the ability of the object or person who's shape is duplicated: taking the shape of a jackhammer does not give the character the ability to break up concrete. Note that this power does not allow the character to take on the colors or texture of an object or person – the character's own colors remain a constant.

NOTE: The clothing of a character with Flexiveness does not stretch along with them. This is not usually a difficulty with the Merely Squishy power, but can become inconvenient with Squishy and Stretchy and is a definite problem with Squishy, Stretchy, and Shapely. Wearing the bare minimum of clothing for decency can reduce this difficulty – otherwise, a character using Squishy and Stretchy fully clothed must make an Agility plus Escapology roll (without the power's bonus) to avoid getting tangled hopelessly in the clothing. A character attempting to use Squishy, Stretchy, and Shapely fully clothed will either destroy the clothing or become tangled in it, requiring a roll on Stamina plus Use Powers to extricate themselves.

**Flexiveness Modifiers**

**Clothing Also**: $5,000. This modifier allows the clothing of the character with Flexiveness to stretch and flow with them, regardless of how far they stretch or what form they take.

**Colors and Textures**: $10,000. This modifier allows the character with Squishy, Stretchy, and Shapely to alter their color and texture when they take on alternate shapes, allowing them to truly duplicate objects and people, but STILL not allowing them to duplicate the full function of the objects and people. Just because you look exactly like a jackhammer, it STILL doesn't mean you can crack concrete.

**Bigger Person**: $48,650 Per Level. This power combines the abilities of Damage Bonus ($25,000), Personal Durability Alpha +10 ($2,500), Personal Durability Beta 1 ($2,000), Impressive Leaping ($15,000), Impressive Sprinting ($10,000), Impressive Lifting ($15,000), and carries the discount of Specific Limitation (Character is at +3 to be Hit) (-30%).



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Basically, for every level purchased, the character's size doubles. With a doubling in the size comes a doubling in the character's Hand to Hand and Melee damage, a doubling of their running speed and jumping distances, and a doubling of their lifting and carrying capacity. They also gain a +10 to their Damage Resistance and an additional Armor Shrug. The downside of the growth power is that for every level of Growth the character has, opponents are at +3 to hit them because of their large size.

A character's clothing does not grow with the character… if the character is wearing clothing when they transform, they will tear out of it.

**Bigger Person Modifiers**

**Growing Clothes** : $2,000. The clothing of a character that has the Bigger Person power and this modifier does not tear out of their clothing when they grow – the clothing grows with them.

**Smaller Person**: $35,000. This power allows the character to shrink. Shrinking to 1/10th of their normal size is fairly easy, and requires no roll. At this size, all of their performance is halved… their Hand to Hand and Melee damage, their Running speed, Jumping distance, lifting and carrying capacity are all reduced by half. The character receives a +2 bonus to their Stealth skill at this size, and a +2 bonus to Fabrication and Repair rolls when working on small items or delicate repairs. They can also fit into a pocket or other small hiding place.

By making a successful roll against Stamina plus Use Powers, the character with Smaller Person can shrink to 1/100th of their normal size. At this size, all of their performance is one fourth of normal… their Hand to Hand and Melee damage, their Running speed, Jumping distance, lifting and carrying capacity are reduced by three quarters. At this size, the character receives a +4 bonus to their Stealth skill. They receive a +3 bonus to Fabrication, Repair, and Electronics rolls to work on small items or delicate items. At this size, they can begin to interact with unicellular life forms and can fit through just about any perceivable gap in defenses or equipment.

Note: Because the reduction in performance is not equivalent to the reduction in size, as a character with Smaller Person reduces in size, they feel as if their performance is increasing. Getting small can be quite a rush.

A character with Smaller Person can remain in the state of 1/10th their normal size indefinitely with no difficulty. Reducing to the 1/100th size state is physically taxing; a character can only remain in this state for a number of minutes equal to their Stamina times two. After that point, remaining in the 1/100th state costs the character five Risk per minute.

The clothing of a character with Smaller Person does not shrink with them… if they shrink while fully clothed, they must make an Agility plus Escapology roll to extricate themselves from the clothing they were wearing.

**Smaller Person Modifiers**

**No Performance Reduction**: $15,000. With this modification, characters with Smaller Person do not reduce their performance as they reduce in size.



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**Extended 1/100th Duration**: $15,000. With this modification, a character with Smaller Person can remain in 1/100th state indefinitely, once they've made the Stamina Use Powers roll to reach that state.

**Clothing Also**: $2,000. With this modification, the clothing of a character with Smaller Person shrinks along with them, regardless of how small they get.

### Smaller Person Discounts

**Pocket Rocket**: -45%. Characters with the Smaller Person power with this discount are permanently in the 1/10th state. They can reduce to the 1/100th state with a successful Stamina plus Use Powers roll, but they can not return to a "normal" size.

**Paramecium Ranger**: -65%. Characters with the Smaller Person power with this discount are permanently in the 1/100th state. They can not grow to a 1/10th state or a "normal" size. Remaining in the 1/100th state costs no Risk and does not physically stress the character with this modifier.

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# POWER DISCOUNTS

It is possible to reduce the cost of super powers by limiting them. The following discounts can be applied to any power, unless otherwise noted. Multiple discounts can be applied to the same power, but no power can be discounted below 10% of its original cost.

**Power Transformation Alpha**: Discount 10% - can not be applied to any of the "Shapemorph" powers. Powers with this discount are not always active. The character must take one turn to "Transform" into a more powerful form, activating powers with this discount. (The character need not activate ALL powers with this discount at once, they can pick and choose which powers go active). When they are no longer needed, the character can take another turn to automatically "Transform" back into their less powerful form. There is no limit to the number of times this transformation can be performed in a day, nor is there a limit to how long they may be transformed.

> Any Personal Shrugs that are lost while in the character's more powerful form are still lost when they transform back to their weaker form, whether they could survive that Shrug loss or not.

**Power Transformation Beta**: Discount 25% - can not be applied to any of the "Shapemorph" powers. As with "Power Transformation Alpha," but the transformation can only be performed a number of times equal to the character's Will statistic in any one 24 hour period (resets at midnight each night). There is no limit to how long they may be in their transformed state.

**Power Transformation Gamma**: Discount 25% - can not be applied to any of the "Shapemorph" powers. As with "Power Transformation Alpha," but the transformation lasts only as long as the character's Will statistic in minutes. At the end of this time, no matter what state or situation the character is in, they transform back to their less powerful state. They can not transform into their more powerful state for a number of minutes equal to thirty minus their Stamina statistic. There is no limit to the number of times per day that they can transform.

**Power Transformation Delta**: Discount 50% - can not be applied to any of the "Shapemorph" powers. As with "Power Transformation Alpha," but the transformation can only be performed a number of times equal to the character's Will statistic in any one 24 hour period (resets at midnight each night). Further, the transformation lasts only as long as the character's Will statistic in minutes. At the end of this time, no matter what state or situation the character is in, they transform back to their less powerful state. They can not transform into their more powerful state for a number of minutes equal to thirty minus their Stamina statistic.

**Power Transformation Epsilon**: Discount 75%. As with Power Transformation Alpha, but the transformation happens as the result of the presence of a certain stimulus or type of object, such as moonlight, anger, evil, or snack cakes. The transformation is not under the player's control, it is under the GMs… the GM will inform the player of the character with this discount that the character is in imminent danger of transforming. The character may resist transforming with a successful roll against their Will statistic alone. If this roll is failed, the transformation will occur, and the character will remain transformed until a) they are out of the presence of the transforming influence, b) the character goes Unco, or c) the GM no longer thinks it's appropriate for the character to be transformed. The character can attempt to force themselves to transform by coming into the presence of the transforming influence, but it is by no means a sure thing… the GM is the final arbiter of whether the transformation will occur or not.

**Requires "Use Powers" Roll**: Discount 25% - Usable only with powers that normally do not require a "Use Powers" roll to activate. Using a power with this discount requires a roll against the character's Will statistic plus their Use Powers skill. A success means that the power is activated normally, and works normally until it is turned off. After that, another "Use Powers" roll is required. For powers with instant effects, like Super Leap or Ranged Attack, this roll must be made for each use.

**Costs 1 Risk:** Discount 5% - Usable only on powers with no listed cost in Risk Points. Each use of a power



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with this discount costs 1 Risk points.

**Costs 3 Risk:** Discount 10% - Usable only on powers with no listed cost in Risk Points. Each use of a power with this discount costs 3 Risk points.

**Costs 5 Risk:** Discount 25% - Usable only on powers with no listed cost in Risk Points. Each use of a power with this discount costs 5 Risk points.

**Double Risk Cost**: Discount 20% - Usable only with powers that cost Risk points to use. Using a power with this discount costs double the listed Risk points for using this power.

**Triple Risk Cost**: Discount 30% - Usable only with powers that cost Risk points to use. Using a power with this discount costs three times the listed Risk points for using this power.

**Quadruple Risk Cost**: Discount 40% - Usable only with powers that cost Risk points to use. Using a power with this discount costs four times the listed Risk points for using this power.

**Costs a Shrug to Use**: Discount 40% - each use of a power with this discount costs the character a Personal Shrug. Can NOT be used with any level of Regeneration.

**Only In Presence of "X"**: Discount 15% - powers with this discount can only be used when the character is within ten feet of some substance or type of item, such as radioactive material, water, silverware, or the like. Totally ubiquitous substances such as "Air" are not applicable. This substance or type of item must be chosen when this discount is applied to a power.

**Not In The Presence of "X":** Discount 15% - powers with this discount can not be used when the character is within ten feet of some substance or type of item, such as radioactive material, water, silverware, or the like. Totally ubiquitous substances such as "Air" are not applicable. This substance or type of item must be chosen when this discount is applied to a power.

**Only Affects "X":** Discount 30% - powers with this discount work only on one type of foe or class of persons, such as Zombies, robots, ninjas, vampires, tax accountants, or prostitutes. For all other types of foes or class of persons, this power has no effect.

**Doesn't Affect "X":** Discount 30% - powers with this discount do not work on one type of foe or class of persons, such as Zombies, robots, ninjas, vampires, tax accountants, or prostitutes. For all other types of foes or class of persons, this power has full effect.

**Specific Limitation**: Discount Variable. Powers with this discount have some limitation specific to that power that is not covered by any other discount listed. As a rule, this limitation must either give a penalty to the character with this power discount, or must give a bonus to people attacking them. For every -1 penalty to the character or +1 bonus to their opponents, this discount is an additional 10%.

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# MAGIC

Characters and NPCs with the "Spell Slinger" merit are known as "mages" or, when slinging spells, "casters." They focus their will power into an intent so strong that they alter the fabric of reality, creating magical effects. Science is incapable of explaining or even measuring this effect.

Magical powers, or "spells," have some common statistics. They all have a Range at which they work, often based off of one of the mage's stats. Many of them do Damage or have an effect similar to damage which is also listed.

The purchase cost of a spell is how much money it will cost in training and materials for the mage to develop the power, either at character creation or during play.

The Risk cost of a spell is how many Risk points must be spent to activate or maintain it. More on Risk expenditure blow.

The Casting Time of a power is how long the mage must concentrate on itbefore it will go active. Most spells have a casting time of at least one round, meaning that the character must concentrate on it for a full round (making small hand gestures and muttering magical phrases) before the spell will go off.

Finally, the Duration of the spell is listed, which is how long it will be active after a successful casting. Some spells can be maintained by spending additional Risk.

The use of spells requires the expenditure of Risk points in order to cast or maintain. On top of these expenditures, mages can use Risk with their spells in a few additional ways.

A mage can spend 5 extra Risk when casting a spell to reduce the time it takes to cast it by one round. If this reduces the time below 1 round, the spell goes off immediately, rather than after a round a concentration. This cost can be spent multiple times to further reduce the number of rounds required to cast – i.e. If a spell takes three rounds to cast, spending five additional Risk will reduce this to two rounds, spending ten additional Risk will reduce it to one round, and spending fifteen additional Risk will made it activate immediately.

Normally, any character can spend ten Risk to double the amount of damage they do with an attack. Mages can spend 10 Risk to double not only the damage of their attacks, but most other features of the spell as well. 10 Risk can double a spell's range, duration. radius, or bonus for the purpose of one action.

Mages regularly burn through Risk as if it were water, but while they've got it to spend, they're a force to be reckoned with. There are even some spells which may require a permanent expenditure of Risk. Should a mage make this sacrifice, they can always save up to buy themselves the "Danger's Bitch" merit, which will give them a fresh supply of additional Risk.



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# MAGICAL SPELLS

## Donner's Wrath (a.k.a. Lightning Bolt)

| | |
|---|---|
| **Range** | 50 yards |
| **Damage** | 15, 25, or 35, may do additional Shrug |
| **Purchase Cost** | $15,000.00 |
| **Risk Cost** | 5, 10, or 15 |
| **Casting Time** | 1 to 3 rounds |
| **Duration** | Instant |

This spell allows the caster to throw bolts of lightning, damaging their targets with nature's force of electricity. The mage rolls their Dexterity stat plus their Do Magic skill to throw this lightning, which can be Dodged normally.

The amount of Risk put into the spell governs both the damage done by the spell and the amount of time it takes to cast. For a cost of five Risk, the lightning bolt will do a Damage of 15 and take one round to cast. For a cost of ten Risk, the lightning bolt will do a Damage of 25, and take two rounds to cast. For a cost of fifteen Risk, the lightning bolt will do a Damage of 35 (ouch!) and take three rounds to cast.

If the target of the lightning bolt is grounded. meaning that that electrical current can pass through their body and into the "ground" (the "ground" can be, literally, the ground, or a large metal structure, such as the metal frame of a car or the metal support beams of a large structure), then they take one additional Shrug of damage from a failed Damage Resistance roll against this spell.

A target that is Insulated (separated from the "ground" by a non-conductive material) still takes normal damage from this spell – that's why it's called "Magic."

## Fireball

| | |
|---|---|
| **Range** | 30 yards |
| **Damage** | 10, 20, or 30 (all damage is in a 3 foot radius) |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 5, 10, or 20 |
| **Casting Time** | 1 to 3 rounds |
| **Duration** | Instant |

This spell allows the mage to throw a ball of fire, which ignites into a conflagration two yards across (a three foot radius) on impact. Dodging this attack is at a -3 (the normal penalty for Dodging a three foot radius attack). Creating the Fireball requires a roll against the mage's Will stat plus their Do Magic skill – this places the glowing sphere of power in the hand of the mage, and costs the mage the Risk for casting the spell. The amount of damage done by the Fireball and the amount of time it takes to cast is determined by how much Risk is spent on casting the spell.

Spending five Risk on this spell generates a Fireball that does a Damage of 10, and takes one round to cast. Spending ten Risk on this spell generates a Fireball that does a damage of 20 and takes two rounds to cast. Spending twenty Risk on this spell generates a Fireball that does a damage of 30 and takes three rounds to cast.

The sphere can be held for up to the mage's Will stat in turns before it dissipates, the Risk being spent and lost. At any point before that happens, the mage can throw the Fireball with a roll against their Dexterity plus their Throwing skill.

The sphere can not be handed off… once it leaves the mage's hand, it becomes the volatile, damaging conflagration. Even if the mage misses their intended target with it, it hits *something*.

Everyone and everything in the radius of the Fireball's ignition must make a Damage Resistance roll against its Damage. On a failure of this roll, not only does the person or item take damage, but they are also Ignited. It takes one person one round to put out the fire on themselves or on one other person or object. If the fire is not put out on a person or object, they must continue to save versus the Fireball's damage each turn until either the fire is put out, or the person or object is destroyed. (Objects burn until they have no Material



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Shrugs left. People burn until they are Dead as Hell).

Mages who are also arsonists love this spell, for this reason.

## Explosive Fireball

| | |
|---|---|
| **Range** | 30 yards |
| **Damage** | 10, 20, or 30 in a radius, in feet, equal to Damage |
| **Purchase Cost** | $35,000.00 |
| **Risk Cost** | 10, 20, or 30 |
| **Casting Time** | 1 to 3 rounds |
| **Duration** | Instant |

This spell allows the mage to throw a ball of fire, which ignites into a conflagration with a radius, in feet, equal to its damage. Dodging this attack is problematic, as with any attack with a radius, as the Dodge is at a penalty equal to the radius. Creating the Explosive Fireball requires a roll against the mage's Will stat plus their Do Magic skill – this places the glowing sphere of power in the hand of the mage, and costs the mage the Risk for casting the spell. The amount of damage done by the Fireball, its radius, and the amount of time it takes to cast is determined by how much Risk is spent on casting the spell.

Spending ten Risk on this spell generates an Explosive Fireball that does a Damage of 10, has a radius of 10 feet, and takes one round to cast. Spending twenty Risk on this spell generates an Explosive Fireball that does a damage of 20, has a radius of 20 feet, and takes two rounds to cast. Spending thirty Risk on this spell generates an Explosive Fireball that does a damage of 30, has a radius of 30 (Dodge THAT!), and takes three rounds to cast.

The sphere can be held for up to the mage's Will stat in turns before it dissipates, the Risk being spent and lost. At any point before that happens, the mage can throw the Explosive Fireball with a roll against their Dexterity plus their Throwing skill.

The sphere can not be handed off… once it leaves the mage's hand, it becomes the horrific volatile, damaging conflagration. Even if the mage misses their intended target with it, it hits *something*.

Everyone and everything in the radius of the Explosive Fireball's ignition must make a Damage Resistance roll against its Damage. On a failure of this roll, not only does the person or item take damage, but they are also Ignited. It takes one person one round to put out the fire on themselves or on one other person or object. If the fire is not put out on a person or object, they must continue to save versus the Explosive Fireball's damage each turn until either the fire is put out, or the person or object is destroyed. (Objects burn until they have no Material Shrugs left. People burn until they are Dead as Hell).

This is a good spell for eliminating pesky hives of alien insects, Biker bars, or orphanages.

## Flame Blast

| | |
|---|---|
| **Range** | 20 yards |
| **Damage** | 12 or 18 |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 3 or 6 |
| **Casting Time** | 1 round |
| **Duration** | Instant |

It BUUUUURNS! The caster of this spell becomes a living flamethrower, roasting anything or anyone in their path. On a successful roll of their Dexterity stat plus their Do Magic skill, a gout of flame issues from their hands and extends up to twenty yards (sixty feet!) in front of them.

The gout of flame can be Dodged normally. Anything or anyone in that path that does not Dodge must make a roll of their Damage Resistance with a penalty equal to the Damage of the spell (12 for a cost of 3 Risk, 18 for a cost of 6 Risk). If they fail this roll, not only do they take the damage, but they are considered to be ignited.



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Once ignited, they must be extinguished, or find themselves in dire straits.

It takes one person one round to put out the fire on themselves or on one other person or object. If the fire is not put out on a person or object, they must continue to save versus the Flame Blast's damage each turn until either the fire is put out, or the person or object is destroyed. (Objects burn until they have no Material Shrugs left. People burn until they are Dead as Hell).

Casting this spell often has the side effect of causing the caster to burst into maniacal laughter for some reason.

## Lesser Arcane Decoy

| | |
|---|---|
| **Range** | Will stat in miles |
| **Damage** | Special |
| **Purchase Cost** | $25,000.00 |
| **Risk Cost** | 25 |
| **Casting Time** | 1 Minute |
| **Duration** | 10 Minutes |

This spell creates an illusion which appears to be a duplicate of the caster in every way – its appearance, the way it sounds, its scent, its texture and temperature all match the mage's. It even carries the mage's mystical and mental signatures, so that magical or psionic detection will be hard-pressed to tell the difference between the decoy and the caster.

A roll of the mage's Will stat plus their Do Magic skill deploys the decoy. The margin of success on this roll must be contested by anyone attempting any means to determine if this decoy is the mage or not.

For Example: *Shafti the Slinger needs a decoy to throw off some Men In Black that have been following him. He adds his Will stat of 9 to his Do Magic skill of 3 for a total of 12, and rolls 1d20. He rolls a 4, for a margin of success of 8. Anyone looking at the decoy (or perceiving it in any other way) must make their Perception-based roll by a minimum of 9 (beating Shafti's margin of success) to tell that the decoy is not, in fact, Shafti.*

The Lesser Arcane Decoy has an Intelligence equal to the caster's Will, and if it needs to roll any skill rolls, the skills are at the level of the caster's Do Magic skill. It is limited to attempts to draw attention and evade pursuit. It has a native cunning, and will alternatively move through public areas and duck through darkened back alleys, drawing pursuers after it. It leaves tracks that can be followed, although even these tracks are only illusions. Any critical success on attempts to track the decoy will reveal that *something* is amiss, but not what.

If the decoy is captured or cornered, it will laugh and become transparent. It can not attack, and will not try to defend itself against attacks – bullets, knives, and fireballs will pass through it harmlessly. Once it knows that it has been found out, it ceases moving and becomes an illusory statue until its duration expires. At that point, even the tracks that it left vanish as if they were never there.

The Lesser Arcane Decoy is not sentient; it is merely a shadow of the caster's subconscious, messing with the heads of anyone trying to follow the caster.

## Greater Arcane Decoy

| | |
|---|---|
| **Range** | Will stat in miles |
| **Damage** | Special |
| **Purchase Cost** | $50,000.00 |
| **Risk Cost** | 40 |
| **Casting Time** | 1 Minute |
| **Duration** | 1 Hour |

Like Lesser Arcane Decoy, this spell creates a duplicate of the caster that will lead pursuers away. Unlike Lesser Arcane Decoy, the Greater Arcane Decoy is not an illusion, but a material duplicate that can attack and defend itself.

This spell requires some material components in order to be cast. The mage casting this spell must have a picture of themselves, a teaspoon of corn syrup (a can of



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soda containing corn syrup will do in a pinch), a drop of their own blood, and a scrap of their own clothing (a few threads or fibers will do). They add their Will stat to their Do Magic skill and roll against this total. The spell can be attempted without the material components, but for every component missing, the caster is at a cumulative -1 to cast the spell (if they have none of the components, the spell is cast at a penalty of -4).

Once the spell is successfully cast, the decoy appears. Like the Lesser Arcane Decoy, it is a duplicate of the caster to every sense – sight, sound, smell, taste, touch, and even magical or psionic senses. It has the same heat signature as the mage, and even the same dental work, finger print, and retinal pattern. It is clothed in the same clothing that the mage is wearing at the time of casting, but has none of their equipment. The caster's margin of success for casting the spell must be contested by anyone attempting to determine whether the decoy is, or is not the actual caster, as per Lesser Arcane Decoy.

The Greater Arcane Decoy has a set of statistics, being a fully material (albeit temporary) magical being.

| | | | |
|---|---|---|---|
| Strength | 5 | Stamina | 5 |
| Agility | 5 | Dexterity | 5 |
| Intelligence | 5 | Perception | 5 |
| Shrugs | - | Speed | 10 |
| Will | 5 | Iniative | 5 |
| Damage Resist | 10 | Risk | - |

If the caster has the "Hot Chick" or "Hot Dude" merit, the decoy has this merit as well. If the caster has the "Butt Ugly" flaw, the decoy has this as well. Other than this, the decoy has no merits, flaws, or other abilities.

If the decoy needs to make a roll on any skill, the skill rank is the same as the caster's "Do Magic" skill.

The decoy is, for all intents and purposes, a mook. It has no Shrugs and no Risk to spend. If it fails a Damage Resistance roll, it drops to the ground "dead", still looking for all the world like the caster, right down to any bruises or bleeding from the wounds received. Even if an autopsy is performed during the remaining duration of the spell, it will take a roll of the Perception stat plus Medicine skill beating the margin of success by which the Greater Arcane Decoy spell was cast to determine that the corpse is not that of the caster.

The Greater Arcane Decoy has a slightly greater cunning than the Lesser version. It will do whatever it takes to draw attention and evade pursuit, up to and including stealing cars, making daring leaps from rooftop to rooftop, and attacking pursuers if it is cornered or captured. It will try to acquire a weapon to use (which it uses with a roll of the appropriate statistic plus the caster's Do Magic skill). It will try to avoid engaging pursuers in conversation, even though it will sound exactly like the caster when talking. It can converse intelligently on subjects that the caster knows, but an uncontested roll of the Perception stat plus the Psychology skill will be able to tell that the decoy is not, in fact, the caster.

For the record, the performance stats of the decoy are…

| | |
|---|---|
| Running Speed | 40 feet per turn |
| Standing High Jump | 1 foot |
| Running High Jump | 3 feet |
| Standing Broad Jump | 3 feet |
| Running Broad Jump | 5 feet |
| Dead Lift | 250 lbs. |

At the end of this spell's duration, all that is left of the Greater Arcane Decoy is a small pile composed of the material components, burnt almost beyond recognition.

## Proteus' Veil
## (a.k.a. Friendly Humanoid Morph)

| | |
|---|---|
| **Range** | Self or Other |
| **Damage** | none |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 4 self, 8 other, half to maintain |
| **Casting Time** | 1 round |
| **Duration** | 1 hour self, 30 minutes other |

This spell allows the caster to alter their own form, or the form of a willing subject, to appear to be any other humanoid with roughly the same number of limbs and heads. It does not allow the caster to transform themselves or their willing subject into giants or doll-sized beings.

Height, weight, skin color, skin texture, eye color, fingerprints, retinal patterns, and even gender can be changed. This is not limited to strictly human features – green skin, scales, elf ears, and the like are all options. The spell does NOT give the subject different clothing – it works only on their body. It is useful (but not necessary) for the subject to be naked when the spell is cast… if the subject is given a larger form while they are wearing their normal-sized clothing, they must



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make roll on their Stamina stat plus Toughness skill to avoid taking a Shrug as they tear out of their clothing.

This spell CAN give the subject the "Hot Chick" or "Hot Dude" merit, as well as the "Butt Ugly" flaw. It can confer no other merits or flaws.

The spell is cast with a successful roll on the Perception stat plus the Do Magic skill. If the spell is being used to duplicate the appearance of another specific person, the caster's margin of success is added to a roll of Perception plus Styling. This roll (Perception plus Styling plus margin of Proteus' Veil) is contested by Perception-based rolls to see through the disguise.

All of the subject's statistics remain exactly the same, regardless of the shape that they assume. This spell can not duplicate crippling deformities or missing limbs.

As a rule, the maximum height that can be achieved by this spell is seven feet, six inches, and the minimum height that can be achieved is two feet (if duplicating a young child or infant). The subject's weight changes along with their height and appearance, but does not affect the subject's performance.

Along with appearance, the subject's voice changes, avoiding the difficulty of appearing to be a beautiful woman with a deep baritone voice... which would otherwise be quite a penalty to the Seduction skill.

It is worthy to note that a male who is transformed into a female by this spell can not become pregnant, but they CAN engage in sex as a female.

## Bonds of Proteus (a.k.a. Unfriendly Humanoid Morph)

| | |
|---|---|
| **Range** | Other by touch |
| **Damage** | none |
| **Purchase Cost** | $40,000.00 |
| **Risk Cost** | 10, 5 to maintain, or 30 (permanent) |
| **Casting Time** | 1 round |
| **Duration** | 1 day (or permanent) |

A.k.a. the "You're My Bitch Now" spell. This offensive spell allows the caster to change the physical appearance of their subject, willing or not. It does not allow the caster to alter the subject's statistics or performance.

Height, weight, skin color, skin texture, eye color, fingerprints, retinal patterns, and even gender can be changed. This is not limited to strictly human features – green skin, scales, elf ears, and the like are all options. The spell does NOT give the subject different clothing – it works only on their body. It is useful (but not necessary) for the subject to be naked when the spell is cast… if the subject is given a larger form while they are wearing their normal-sized clothing, they must make roll on their Stamina stat plus Toughness skill to avoid taking a Shrug as they tear out of their clothing.

This spell CAN give the subject the "Hot Chick" or "Hot Dude" merit, as well as the "Butt Ugly" flaw. It can confer no other merits or flaws.

The mage rolls their Will stat plus their Do Magic skill to cast this spell. If the subject is unwilling, this roll is contested by the target's roll of their Will stat plus their Toughness skill (or their Do Magic skill, if a mage). If the mage wins this contest, the subject's appearance is changed. If the subject wins this contest, there is no change, and the caster is out the Risk cost of the spell.

If the mage spends ten Risk on this spell, the effects last for twenty-four hours, one full day. At the end of this period, the mage can maintain the subject's new appearance by spending 5 Risk. Maintaining the spell is merely an effort of channeling power into it, no further roll is required.

If the mage spends thirty Risk on this spell, the effects are permanent. It will take another use of this spell, or another power or ability that can change one's appearance, to undo the effects.

It is especially worthy to note that a male changed into a female through the use of this spell can not become pregnant, but they can engage in sex as a female. In fact, that is often the entire reason that this spell is cast, hence the "You're My Bitch Now" moniker.

## Skin Walk (a.k.a. Animal Forms)

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $40,000.00 |
| **Risk Cost** | 15 |
| **Casting Time** | 1 round |
| **Duration** | 1 Hour |

For the duration of this spell, the mage can change into any animal that they have knowledge of. A successful roll on the Intelligence stat plus the Biology skill confers enough knowledge about a specific animal to



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change into that animal. Failing the Intelligence plus Biology roll means that not enough information about that particular animal is in the mage's head at the moment – they will have to choose another. Once a mage has successfully turned into a specific animal, they no longer need to roll Intelligence plus Biology to turn into that animal again. Once the mage has been a Badger, they will always be able to turn into a Badger without rolling Intelligence plus Biology again.

The mage can turn into different animals constantly during the duration of this spell. It takes one full round to change from one animal into another – by burning 5 Risk, the mage can change forms instantly as a free action for one transformation.

The mage takes on all of the physical attributes of the chosen animal during their transformation, while retaining their mental attributes and skills. The mage still has access to all of their merits and flaws which affect their mental performance (such as Iron Will or Steel Trap Mind), but no longer have access to the benefits of their merits and flaws which affect their physical performance (such as Jackrabbit or Asthmatic).

While transformed, the mage is limited by the physical form of the chosen animal – i.e. if the animal does not have hands, the mage can not use the Handgun skill.

Certain of the mage's secondary characteristics, such as Will and Initiative, which are based on both physical and mental characteristics, must be re-calculated when the mage takes on an animal form with different physical characteristics.

If the animal has any special abilities, such as web-spinning, spraying a noxious cloud of odor, walking on water, or the like, the mage can roll on the appropriate stat plus their Do Magic skill to use the animal's ability. Likewise, if the animal has any special limitations, like being unable to breathe out of the water or being very easy to crush, the mage has these limitations while in that form.

If the mage should become Unco, Unco with Shrugs, Dead, or Dead as Hell during the duration of this spell, they revert to their normal human form.

This spell is used in the legendary Shapeshifter's Duels, and is the source of the phrase "I'm gonna mess you up all zoological style."

(If the stats for a desired animal are not listed, the "Deal" is in full effect. The player is welcome to find a similar animal in the list and "tweak" its stats, subject to the GMs approval. Try not to let it slow the game down too much – figure out new beasties between game sessions if you're going to go all National Geographic on someone).

## Maniac's Strength

| | |
|---|---|
| **Range** | Self or Other by touch |
| **Damage** | Special |
| **Purchase Cost** | $4,000.00 |
| **Risk Cost** | 5 self, 10 other |
| **Casting Time** | 1 round |
| **Duration** | Caster's Will stat in turns |

For the duration of this spell, the subject's Strength stat goes to 10. (RAAA!) This is an actual stat change for the duration – Strength-based rolls, damage, throwing range, lifting capacity, even high jump performance is all affected. This spell is cast with a roll of the caster's Strength stat plus their Do Magic skill.

For 5 Risk, the mage can boost their own Strength stat to 10. For 10 Risk, they can boost another character's Strength stat to 10, so long as they can touch them during the casting.

This spell puts a strain on the body of the subject… once the duration of this spell expires, they can not be the recipient of this spell again for a number of minutes equal to fifteen minus their Stamina stat. If the spell is attempted on the subject before that time limit is up, it will have no effect on the subject's Strength and cost the subject one Shrug.



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## Burning Shards (a.k.a. Autofire Missiles)

| | |
|---|---|
| **Range** | 50 yards |
| **Damage** | 12 (3 round bursts) |
| **Purchase Cost** | $12,000.00 |
| **Risk Cost** | 4 per burst |
| **Casting Time** | 1 round |
| **Duration** | Instant |

This spell causes bundles of flaming purple Burning Shards to fly from the hands of the caster, shredding targets. The mage need only roll their Dexterity stat plus their Throwing skill to attack with this spell – this single roll casts the spell and sends the Shards on their way. The Burning Shards can be Dodged normally.

Because they fly out in small groups, Burning Shards is considered an Autofire attack using three round bursts. The margin of success of the attack, up to three, is the number of projectiles that hits the target if they fail to Dodge. Each projectile does a damage of 12, and a Damage Resistance roll must be made against each one that hits.

After the Burning Shards strike, they vanish leaving no trace aside from, hopefully, a badly singed laceration.

## Vigorous Hide

| | |
|---|---|
| **Range** | Self |
| **Damage** | Gives mage +10 Damage Resistance |
| **Purchase Cost** | $8,000.00 |
| **Risk Cost** | 5 |
| **Casting Time** | 2 round |
| **Duration** | Will stat in minutes |

This handy spell makes the caster's body more durable and able to whistand more damage. A successful roll of the Stamina stat plus the Do Magic skill allows the mage to add 10 to their Damage Resistance for the spell's duration.

The protection afforded by this spell is invisible to the naked eye – only an observer with the "Spell Slinger" merit has a chance to notice it. If they succeed at a roll of their Perception stat plus the Do Magic skill, they can see that the caster of this spell has magical protection.

## Lesser Mystic Barrier

| | |
|---|---|
| **Range** | Self, dome radius of 5 feet (movable) |
| **Damage** | DR of 20, 3 Armor Shrugs (Hardened) |
| **Purchase Cost** | $15,000.00 |
| **Risk Cost** | 10 |
| **Casting Time** | 2 rounds |
| **Duration** | Will stat times 2 rounds, or until destroyed |

Lesser Mystic Barrier generates a mobile dome of invisible force that protects those within it. When cast, it is centered on the mage casting it, and offers protection to everyone and everything within five feet of the caster.

The dome of protection has a Damage Resistance of 20 and 3 Armor Shrugs. The Armor Shrugs of this barrier are considered Hardened – they are not bypassed by attacks designated as Armor Piercing. If the Barrier is pierced fifteen times before its duration expires, it is destroyed.

The dome-shaped barrier itself is invisible, but as fragments, debris, and particles flow around the barrier during combat it alerts observers to its presence.

Casting this spell requires a roll against the mage's Stamina stat plus their Do Magic skill.

Any attack that is aimed at the characters within this barrier must break through the barrier in order to reach them. The Armor Shrugs of this barrier are considered Hardened - attacks designated as Armor Piercing have no additional effect on them.

In order to attack through the barrier, the protected mage must make a roll against their Perception stat plus their Do Magic skill at a penalty of -2 in order to open up small portals in the barrier. This roll must be made once per turn, but allows all characters inside the barrier to attack through it for the duration of that turn.



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## Greater Mystic Barrier

| | |
|---|---|
| **Range** | Self, dome radis of 10 feet (immobile) |
| **Damage** | DR of 40, 6 Armor Shrugs (Hardened) |
| **Purchase Cost** | $35,000.00 |
| **Risk Cost** | 20 |
| **Casting Time** | 2 rounds |
| **Duration** | Will stat times 4 in rounds, or until destroyed |

(This discipline can be an upgrade from Lesser Mystic Barrier)

Greater Mystic Barrier is a rare spell developed after centuries of studying the Lesser version. It functions almost exactly as Lesser Mystic Barrier above except that it is has considerably more protection, is completely immobile, and can protect small to medium sized vehicles or clusters of 10 to 20 people (whatever is within ten feet of the caster).

The greater dome of protection has a Damage Resistance of 40 and 6 Armor Shrugs. The Armor Shrugs of this barrier are considered Hardened – they are not bypassed by attacks designated as Armor Piercing. If the Barrier is pierced thirty times before its duration expires, it is destroyed.

Another difference is that the barrier is not strictly invisible but can be seen, its appearance a reflection of the caster's personality. I.E. – the barrier of an aggressive caster may be an angry red and jagged affair, while the barrier of a calm mystic may appear softer, smoother, gently curved in a soft blue. Regardless of its appearance, it is mostly translucent, and does not block vision.

## Dirge of Extinction

| | |
|---|---|
| **Range** | 1 mile radius around caster |
| **Damage** | 100 (!) |
| **Purchase Cost** | $1,000,000.00 |
| **Risk Cost** | 100 (!) |
| **Casting Time** | 60 rounds (5 Minutes) |
| **Duration** | Permanent |

*"Ravage the land as never before! Total destruction from mountain to shore!"*

-Gargomel

The casting of this spell is considered a crime against nature by those who enforce magical law. It destroys not only the people, animals, and plants within a one mile radius, but also kills the flow of magic itself in that area for Ten Thousand Years. For ten thousand years, within that area, no Risk may be spent whatsoever on casting Spells… they just won't work there. Creatures of magic can not live in the area, and magical items lose all bonuses from magic while in that area.

No life forms more advanced than grasses will grow in the area blighted by this spell… animals attempting to breed in the area will find themselves infertile, and people living in that area will not only find themselves infertile while in that area, but must make Stamina plus Toughness rolls daily to not lose a Shrug just from existing in the blight.

Buildings and artifacts in areas affected by this spell take on an old and worn look, but still function normally. (There is speculation that development of the Neutron Bomb was a cover for the potential use of this spell in military actions).

When the spell is completed, a wave a gray to black energy bursts forth from the casting point, washing over everything within range leaving mummified husks in its wake. One person, and only one person, has ever survived this spell in the time since it was first codified, over five thousand years ago in ancient Sumer. She is known in certain mystic circles only as the "Howling Woman."

This spell is cast by rolling against the Intelligence stat plus the Do Magic skill. If more than one person is involved in the casting, the assistants must roll their Intelligence stat plus their Occultism skill, which allows them to lend up to a quarter of their own Risk pool to the casting. They need not have the "Spell Slinger" merit… but it would be better for them if they did, see below.



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Casting this spell without assistance is done at a -4 penalty; it is complex and draining, and was originally written for group ritual.

The caster of this spell is protected fully from the effects of this spell if it is successfully cast, and will find themselves in the middle of a one mile radius circle where magic is dead – no Risk may be spent on magical spells whatsoever. If there were assistants in the casting of this spell, they also are protected from the effects of a successful casting *if and only if they have the "Spell Slinger" merit!* Assistants of this spell who do not have the "Spell Slinger" merit are the spell's first victims.

A failure on the roll to cast this spell is almost as good as succeeding, as it will create a magical disaster of epic proportions. Hurricanes in the desert, sand-storms on the ocean, frozen blood snowing over a whole city, and the like could occur (GMs option). Of course, the caster and their assistants have no protection from these particular catastrophes. A critical failure when casting this spell is something that no one even wants to imagine… the GM is free to *utterly bone* anyone, PC or NPC, who has luck this bad.

This spell is Proscribed. It is amazingly difficult to find, prohibitive to learn (as can be told by the price tag), and again, casting it is considered a high crime, tantamount to using a nuclear weapon.

Even Gargomel only ever used it once.

## Cure Illness

| | |
|---|---|
| **Range** | Touch |
| **Damage** | Restores 1 Shrug and cures disease |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | Severity of Disease cured times 2 |
| **Casting Time** | 12 rounds (1 Minute) |
| **Duration** | Permanent, until re-infected |

This extremely useful spell cures diseases, regardless of their cause or nature. It works on diseases caused by normal pathogens, as well as the cooties found in alien slime, demon spit, and even the STD's from that monster lady Booty Call at one in the morning.

The mage who wants to use this spell must have access to a diagnosis of the disease in the subject. Someone must have made a successful Perception plus Medicine roll on the subject to diagnose the illness, and the caster must be able to read or otherwise know what this diagnosis is. They can then attempt to cure the disease.

A successful roll of the Intelligence statistic plus the Do Magic skill cures one disease, immediately purging it from the subject's body and ending all of its effects. It requires the expenditure of an amount of Risk equal to twice the Severity of the disease that is being cured. If the subject has more than one disease, the mage casting this spell decides which disease they are curing – multiple castings of this spell will be required to cure multiple diseases.

Along with curing a disease, a successful casting of this spell restores one lost Shrug to the subject.

No immunity to a disease is conferred by having this spell cast… the subject, now cleared of a disease, may contract it again at some point in the future.

Always use protection.

## Heal the Body, Lesser

| | |
|---|---|
| **Range** | Touch |
| **Damage** | Restores 3 Shrugs |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | Total Shrugs of Injury in subject, times 2 |
| **Casting Time** | 6 rounds (30 seconds) |
| **Duration** | Permanent, until re-injured |

The classic "Healing Spell," this spell allows the restoration of lost Shrugs rapidly. Beings healed by this spell bear no scars of injury, and do not need to show proof of insurance.

To use Heal the Body (Lesser), the mage must touch the subject, and then roll against their Intelligence stat plus their Do Magic skill. A critical failure on this roll will cost the mage one Shrug as they accidentally absorb some of the target's damage magically. A failure on this roll has no effect. A successful roll means that the character will heal three Shrugs. A critical success means that the target character will heal ALL damage done. This spell can be cast multiple times to aid the grievously injured.

The mage must spend twice as much Risk as the total number of Shrugs of damage that the damaged character has taken (i.e. – if the character has taken seven Shrugs of damage, the Risk cost is 14).

This spell does not restore lost limbs or organs.



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This spell CAN be used on characters that have taken more than twice their total number of Shrugs, and are "Dead." It can NOT be used on characters that have taken more than three times their total number of Shrugs, and are "Dead as Hell."

## Heal the Body, Greater

| | |
|---|---|
| **Range** | Touch |
| **Damage** | Restores 6 Shrugs, Regenerates limbs and organs |
| **Purchase Cost** | $40,000.00 |
| **Risk Cost** | Total Shrugs of Injury in subject, times 2 |
| **Casting Time** | 6 rounds (30 Seconds) |
| **Duration** | Permanent, until re-injured |

(This spell can be an upgrade from "Heal the Body, Lesser")

A more potent "Healing Spell," this spell allows the restoration of lost Shrugs more rapidly as well as the regeneration of lost limbs or organs. Beings healed by this spell bear no scars of injury.

To use Heal the Body (Greater), the mage must touch the subject, and then roll against their Intelligence stat plus their Do Magic skill. A critical failure on this roll will cost the mage one Shrug as they accidentally absorb some of the target's damage magically. A failure on this roll has no effect. A successful roll means that the character will heal six Shrugs. A critical success means that the target character will heal ALL damage done. This spell can be cast multiple times to aid the grievously injured.

The mage must spend twice as much Risk as the total number of Shrugs of damage that the damaged character has taken (i.e. – if the character has taken seven Shrugs of damage, the Risk cost is 14).

Lost limbs or organs are immediately restored when this spell is cast.

This spell CAN be used on characters that have taken more than twice their total number of Shrugs, and are "Dead." It can NOT be used on characters that have taken more than three times their total number of Shrugs, and are "Dead as Hell."

## Eagle's Sight

| | |
|---|---|
| **Range** | Self or Other by touch |
| **Damage** | none |
| **Purchase Cost** | $2,000.00 |
| **Risk Cost** | 5 |
| **Casting Time** | 1 round |
| **Duration** | Caster's Will stat in Minutes |

This spell allows the subject to see for great distances. On a successful roll of Perception plus Do Magic, the subject of this spell gains the ability to see for miles. Their line of sight extends to two miles; there is no roll needed to see things at that distance so long as the line of sight is not blocked or obscured.

Seeing further than this requires the subject of this spell to make a roll of their Perception stat plus their Do Magic skill (or their Investigation skill, if they do not have the "Spell Slinger" merit). Succeeding this roll extends the subject's visual range to the horizon – five or six miles away.

## Owl's Vision

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $1,000.00 |
| **Risk Cost** | 2 |
| **Casting Time** | 1 round |
| **Duration** | 30 Minutes |

Successfully casting this spell, with a roll of their Perception stat plus their Do Magic skill allows the mage to see in complete darkness.

The mage's eyes glow like the eyes of an animal when the light strikes them just right, and the mage can ignore all penalties for darkness for the duration of the spell.



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## Cloak of Mists

| | |
|---|---|
| **Range** | Radius of 20 Yards around the caster (movable) |
| **Damage** | none |
| **Purchase Cost** | $2,000.00 |
| **Risk Cost** | 2, 4, 6, or 8 |
| **Casting Time** | 1 to 3 rounds |
| **Duration** | 30 rounds (5 Minutes) |

The power to obscure one's movement is perhaps the oldest advantage in nature, allowing creatures protection from enemy's attacks and to sneak up on prey. This spell gives cover to those protected by it, imposing attack and perception penalties.

Upon a successful Perception stat plus Do Magic roll, fog-like vapors billow from the caster, blanketing an area with a radius of 20 yards around the caster. This area moves along with the caster. The amount of protection offered by the spell depends on how much Risk is spent on casting it.

Spending two Risk gives those within the protection of the spell one quarter cover (imposing a -1 penalty on attacking them), and a -1 penalty on Perception-based rolls to find or see them.

Spending four Risk gives those within the protection of the spell one half cover (imposing a -2 penalty on attacking them), and a -2 penalty on Perception-based rolls to find or see them.

Spending six Risk gives those within the protection of the spell three quaters cover (imposing a -3 penalty on attacking them), and a -3 penalty on Perception-based rolls to find or see them.

Spending eight Risk gives those within the protection of the spell the cover of total darkness (imposing a -4 penalty on attacking them), and a -4 penalty on Perception-based rolls to find or see them.

The caster is the only person in this area who can see through the mist without penalty. Friend and foe alike in the 20 yard radius around the caster are under the listed penalty. The caster may have to lead their comrades through the area, otherwise they will run the risk of bumping into things and dealing with the cover penalties imposed by the spell.

## Flight

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 8, plus 4 per speed "bump" |
| **Casting Time** | 1 round |
| **Duration** | 30 Minutes |

Wheeee! The character with this spell can fly through the air like a bird, but much faster. The basic speed of the Flight spell is 25 miles per hour for a cost of 8 Risk; this speed can be boosted by 25 miles per hour for each additional 4 Risk spent at activation. The maximum speed attainable is 100 miles per hour.

This spell is cast with a roll of the Agility stat plus the Do Magic skill. This roll is also used for maneuvering while flying.

Characters with no form of protection from cold or lack of oxygen are limited to a ceiling of 10,000 feet while using Flight. A good warm set of winter clothing is sufficient protection against cold up to 50,000 feet. Protection from the lack of oxygen could come from an oxygen tank and mask, or perhaps even from some Super ability. This spell will not allow a character to exceed a 50,000 foot ceiling, regardless of equipment. There will be no magical Flight trips to the moon.

## Summon Spirit, Lesser

| | |
|---|---|
| **Range** | 10 Yards |
| **Damage** | none |
| **Purchase Cost** | $30,000.00 |
| **Risk Cost** | 2 |
| **Casting Time** | 120 rounds (10 Minutes) |
| **Duration** | Permanent until banished |

This spell allows the caster to contact a specific entity of otherworldly origin, such as an Elemental, Demon, Angel, Alien Thing from the Outside, et cetera. It is necessary for the caster to know something of the nature of the entity they are trying to summon. A roll on the Intelligence stat plus the Occultism skill helps.

Because of the massive Risk cost of this spell, it is almost always cast in ritual form, with the aid of assistants. The central caster must contribute at least 20 of the Risk cost of this spell. The remaining Risk cost can



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be divided up among assistants, up to ten of them. A hard core caster can attempt to cast it alone, but they are at a -2 as the spell was written in group ritual form.

The central caster must succeed at a roll of their Intelligence stat plus their Do Magic skill in order to cast the spell. All assistants must succeed a roll of their Intelligence stat plus their Occultism skill in order to contribute Risk to the spell. The assistants do not need to have the "Spell Slinger" merit, but they do have to have at least one rank in the Occultism skill.

Having summoned the Lesser Spirit entity, the caster then may wish to Bind it using the Binding spell. Otherwise, all that has been accomplished is bringing a Lesser Spirit into the world. The statistics of the summoned Lesser Spirit range between seven and nine, and it can have up to one hundred and fifty thousand dollars in abilities.

Depending on the nature of the summoned spirit, it may be willing to deal with the caster without the need for Binding, contracts, or anything other than "trust." Mages willing to work with other-worldly entities on trust alone, however, probably shouldn't be allowed to use this spell.

## Summon Spirit, Greater

| | |
|---|---|
| **Range** | 10 Yards |
| **Damage** | none |
| **Purchase Cost** | $50,000.00 |
| **Risk Cost** | 100 |
| **Casting Time** | 120 rounds |
| **Duration** | Permanent until banished |

This spell allows the caster to contact a specific entity of otherworldly origin and tremendous might, such as a Greater Elemental, Demon Lord, Archangel, Outer God, et cetera. It is necessary for the caster to know something of the nature of the entity they are trying to summon. A roll on the Intelligence stat plus the Occultism skill helps, but often vastly powerful entities will leak this information to likely gullible mages. Even in the deepest reaches of hell, the term "fall guy" is well known.

Because of the vast Risk cost of this spell, it is almost always cast in ritual form, with the aid of assistants. The central caster must contribute at least 50 of the Risk cost of this spell. The remaining Risk cost can be divided up among assistants, up to fifty of them. A hard core caster can attempt to cast it alone, but they are at a -4 as the spell was written in group ritual form.

The central caster must succeed at a roll of their Intelligence stat plus their Do Magic skill in order to cast the spell. All assistants must succeed a roll of their Intelligence stat plus their Occultism skill in order to contribute Risk to the spell. The assistants do not need to have the "Spell Slinger" merit, but they do have to have at least one rank in the Occultism skill. Any critical failure on the part of anyone involved in the ritual is will successfully summon SOME vastly powerful entity, but there will be no chance to control it before it begins to eat people and violate their souls.

Having summoned the Greater Spirit entity, the caster then may wish to Bind it using the Binding spell, perhaps praying to it for success because if they fail, the phrase "merciless boning" will hardly suffice. Otherwise, all that has been accomplished is bringing a Greater Spirit into the world, perhaps damning all of civilization to the domination of an inhumanly cruel and terrifying alien god. The statistics of the summoned Greater Spirit are so ridiculously high that they defy being defined in numbers. They have whatever powers and abilities the GM believes they should have. The "Deal" is in effect with these beings, but it is entirely likely that anything the players may want



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the Greater Spirit to have will be crammed into one of their character's orifices, if not all of them.

Depending on the nature of the summoned spirit, it may be willing to deal with the caster without the need for Binding, contracts, or anything other than "trust." Players have no right to complain about the GM laughing their head off if they should attempt this system of dealing with a Greater Spirit.

(Note: For PCs, casting this spell counts as a "Bad Idea." Come to think of it, for NPCs, casting this spell counts as a "Bad Idea." Its alternate name really ought to be "Summon colossal boning from the GM about which I have no right to complain," but that was too long).

## Talons of the Beast Lords

| | |
|---|---|
| **Range** | Self |
| **Damage** | +3 to Hand to Handm, plus 1 Shrug |
| **Purchase Cost** | $4,000.00 |
| **Risk Cost** | 4 |
| **Casting Time** | 2 rounds |
| **Duration** | 12 rounds (1 minute) |

Talons three inches long, grow from the fingers of the caster, doing serious damage to flesh and bone. For the duration of the spell, the mage's Hand to Hand attacks (using their hands) do +3 to their damage, and are considered "Sharp." The Toughness skill does not add to Damage Resistance against attacks with these claws. More, successful attacks with these claws do an additional Shrug of damage.

A successful roll of the Stamina stat plus the Do Magic skill will give the caster their vicious sharp pointiness. The Agility stat plus the Melee skill are used to attack with them.

The claws make it difficult to handle equipment and controls, imposing a -2 penalty to rolls which require the use of the hands to manipulate equipment (including, but not limited to, Handgun, Long Arms, Construction, Repair, Engineering, and all Vehicle skills).

## Position Jump (Lesser Teleport)

| | |
|---|---|
| **Range** | Up to 100 Yards (can be pushed up to 300 Yards) |
| **Damage** | none |
| **Purchase Cost** | $15,000.00 |
| **Risk Cost** | 3, plus 1 Shrug to "push" |
| **Casting Time** | 1 round |
| **Duration** | Will stat in rounds |

The power to be somewhere else can be a great benefit when those Gang Bangers that you and your pals beat down a few weeks ago return for a Drive-by. The caster rapidly shifts position around the area in teleporting "jumps" of up to 100 yards. This imposes a -4 penalty on anyone attacking them for the duration of the spell (for ANY attack, including attacks with a radius of damage or indirect fire). A roll of the mage's Perception stat plus their Do Magic skill starts the dizzying ride.

A teleporter can carry up to their maximum carrying capacity when they port. If someone else is in contact with them when they teleport, the caster can choose whether or not the person will come along with them. If they do attempt to teleport with other people, the Perception plus Do Magic roll for casting the spell is at a -1 per additional person. On top of that, the caster will automatically lose one Shrug per person carried along in the teleport.

Once per turn during the duration of the spell, the caster can change their position by up to 100 yards. The magic of the spell prevents the caster from ending up in the same spot as another person or object. If the caster can see a location within their range, even through a window, they can teleport to it.

The caster can push the spell to triple the range (300 yards) by burning a Shrug when casting. This increases the penalty to hit them to a -6.

## Teleport (Greater Teleport)

| | |
|---|---|
| **Range** | Will stat, Will stat x2, or Will stat x4 in miles |
| **Damage** | none |
| **Purchase Cost** | $30,000.00 |
| **Risk Cost** | 5, 10, or 20 |
| **Casting Time** | 1 round |
| **Duration** | Instant |



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The caster with this very powerful and sought after spell has the ability to cover large distance, arriving instantly at a spot known to them. With a roll of the mage's Perception stat plus their Do Magic skill, they can be on their way.

The range that they can teleport is based on how much Risk is spent when the spell is cast. For five Risk, the mage can teleport up to their Will stat in miles. For ten Risk, they can teleport up to twice their Will stat in miles. For twenty Risk, they can teleport up to their Will stat times four in miles.

A teleporter can carry up to their maximum carrying capacity when they port. If someone else is in contact with them when they teleport, the caster can choose whether or not the person will come along with them. If they do attempt to teleport with other people, the Perception plus Do Magic roll for casting the spell is at a -1 per additional person. On top of that, the caster will automatically lose one Shrug per person carried along in the teleport.

The user can port to places they have visited; they can also port to places that they have scryed for at least one hour. They can also perform line-of-sight teleports, porting to places that they can with their naked eye, or that they can see through binoculars or telescope. They can even teleport to places they can see on a television screen, so long as the place is within their range and the television image is a live broadcast.

Note: humans can see about a mile normally.

## Gateway

| | |
|---|---|
| **Range** | Will stat x100 in miles (can be extended) |
| **Damage** | none |
| **Purchase Cost** | $60,000.00 |
| **Risk Cost** | 25, 50, or 100 |
| **Casting Time** | 30 Minutes |
| **Duration** | Will stat in hours, days, or permanent |

This spell is capable of transporting groups of people over vast distances beyond the capabilities of other teleportation spells. It establishes a long lasting portal between two points, which can even be made permanent with the expenditure of enough Risk. The portal can be created with a roll of the mages Perception stat plus their Do Magic skill.

The maximum range between portals is the caster's Will stat times 100 in miles. If the Gateway spell is cast in a group ritual with more than five assistants, the range can be extended to a maximum of the caster's Will stat times 1,000 in miles. In order to assist the caster, each assistant must have at least one rank in the Occultism skill, but need not have the "Spell Slinger" merit. Each assistant must succeed in a roll against their Intelligence stat plus their Occultism skill. Each assistant that succeeds this roll can each contribute one quarter of their total Risk pools to the casting.

The portal generated by this spell is sixteen feet across by eight feet high. If the caster wishes, the dimensions can be shifted at the time of casting so that the portal is eight feet across and sixteen feet high.

A portal is created between the caster's current location, and any place that the caster could teleport to. This means that it can be to any place within the caster's range that the caster has visited, that they can see by naked eye, telescope or binoculars, or that they have scryed for at least one hour.

The duration of the Gateway is based on how much Risk is spent at the time of the casting. At a cost of twenty-five Risk (ten of which must be spent by the caster), the portal lasts for the caster's Will stat in hours. At a cost of fifty Risk (twenty of which must be spent by the caster), the portal lasts the caster's Will stat in days.

If the caster is willing to make a sacrifice, the portal can be made permanent. Making a permanent portal costs one hundred Risk (forty of which much be spent by the caster).

On top of this cost, the caster loses five of the spent Risk permanently… a high cost to pay, but the benefits of a permanent portal are well worth it.

Anyone or anything that passes through one end of the portal immediately arrives at the other end. It is important to guard both ends your portals, because they do not discriminate between friend and foe.

## Scrying

| | |
|---|---|
| **Range** | Special |
| **Damage** | none |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 5 per 10 minutes |
| **Casting Time** | 1 Minute (12 rounds) |
| **Duration** | As long as the caster wishes or the Risk runs out |



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Scrying is one the oldest forms of snooping known to mystics. Pools of water, a roaring fire, and crystal balls are just a few mediums in which a mystic can peer into to check in on a loved one, or even get to dirt on a hated enemy. Sentient subjects of Scrying can sometimes feel an odd sensation, as if they are being watched.

Scrying can target a person or a place. Once a person is targeted, the scrye follows that person as they move about. Once a place is targeted, the scrye is locked to that particular place. To cast Scrying, the mage rolls against their Perception stat plus their Do Magic skill. This roll is heavily modified by factors of distance and relationship, as on the chart below.

| Circumstance | Bonus/Penalty |
|---|---|
| Distance | |
| Within the same building | +2 |
| Within the same block | +0 |
| Within the same city | -1 |
| Within the same nation | -2 |
| Within the same continent | -3 |
| Within the same world | -4 |
| Within the same dimension | -5 |
| Relationship with Person | |
| Close family, or Lovers | +2 |
| Good friend | +1 |
| Estranged family, office pals, bar pick-up | +0 |
| Casual Friend | -1 |
| Known by Reputation | -2 |
| Known by description | -3 |
| Total stranger, hated enemy | -4 |
| Relationship with Place | |
| Personal Residence of more than a year | +2 |
| Personal Residence of less than a year | +1 |
| Place you've spent a month or so | +0 |
| Place you spent a couple of weeks | -1 |
| Place you hung out for a few days | -2 |
| Place you passed through once | -3 |
| Place you've never been | -4 |

On a successful roll, the mage can view the target of their scrye and a five-foot radius of their environment, or a ten-foot circle of a desired place. On a failed roll, nothing is seen and no Risk is spent. On a critically failed roll, the mage takes one Shrug from magical backlash, and has the sense that *something* was looking back at them from a bad place.

Once Scrying has been achieved, changing the targeted person or place requires another roll against Perception plus Do Magic, and an expenditure of another five Risk for the next ten minutes. This can only be done if the person and/or place that you are viewing comes into contact with the person and./or place that you wish to view instead.

For Example: *Shafti the Slinger sees a toothsome lass while having dinner at the local hookah bar. He strikes up a conversation with her to get a base acquaintance bonus, then goes home and digs out his crystal ball. He successfully rolls his Perception plus Do Magtic roll (at -1 because she is in the same city, and an additional -1 for her being a "Casual Friend"). He coughs up five Risk, and he can now view the lass, and a five-foot circle of her environment for ten minutes. During this time, she drives home. Once she is in her bedroom, Shafti decides he'd like to look through her closet and underwear drawer for a while, so he rolls his Perception plus Use Magic roll again (at no penalty, he already has contact with the location), and burns another five Risk. He can now view a ten foot circle of the lady's bedroom (which is most of it) at his leisure for ten minutes. Later, he may wish to view other rooms of the house, follow the lady again, or follow other people who visit her, all of which he can do with the same roll (without penalty) and at the same cost of 5 Risk per minute.*

If the target of the Scrye, or a person at the site of a location that is being viewed has the "Spell Slinger" merit, they may detect that they are being viewed with a successful Perception plus Do Magic roll. If this roll is successful, they will know that they are being viewed, but unless they also have the Scrying spell, will not know anything about the mage that is spying on them.

Persons without the "Spell Slinger" merit will experience a sense that they are being watched, but are unable to confirm or deny the sensation, and will generally write it off as just "one of those things."

The mage using Scrying has a view of his subject for ten minutes after the initial casting at a cost of five Risk. They can view them for another ten minutes at the cost of another five Risk, and continue to do so until either they no longer wish to view the subject or they run out of Risk to spend.

Scrying allows the mage to see through walls and ceilings as if they weren't there, but any form of magical Barrier is opaque to this discipline. Otherwise, there is no known magical protection from being Scryed. There may be psionic means of protection.

## Obliteration

| | |
|---|---|
| **Range** | 50 yard radius from the caster |
| **Damage** | 60, Armor Piercing 3 |
| **Purchase Cost** | $100,000.00 |
| **Risk Cost** | 30 |
| **Casting Time** | 3 rounds (15 seconds) |
| **Duration** | Instant |



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"Obliteration:" the very word conjures up images of anime explosions and detonating house pets. The caster taps into a plane of pure energy sending an omni-directional wave in a radius of fifty yards. Foes, friends, rodents, and everything else in that radius must save versus a damage of 60. Because of the searing, horrific nature of this energy, it bypasses three Armor Shrugs.

Casting this spell to launch this mote of oblivion into the world requires a roll against the mage's Dexterity stat plus their Do Magic skill. Getting out of the radius of this attack incurs the penalty of -1 per foot of radius, so Dodging this attack is done at -150 (rather not likely).

Among people that know of the existence of this spell, just knowing that someone has it is often enough to keep people backed the hell off.

## Blending (Simple Invisibility)

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $8,000.00 |
| **Risk Cost** | 4 |
| **Casting Time** | 1 round |
| **Duration** | 1 Hour |

This spell renders the caster somewhat translucent, making it difficult for people to locate them visually and providing the equivalent of ½ cover.

The mage rolls their Intelligence stat plus their Do Magic skill to become partially invisible. All of their clothing and equipment up to their maximum carrying capacity becomes just as transparent. They can not make other people translucent with this spell.

Having, effectively, ½ cover, the caster is at a -2 to be hit by an attack. They also receive a +2 bonus to their Stealth skill. On top of this, all Perception based rolls to locate or track the mage under this spell visually are at an additional -2.

## Optic Camo (Basic Invisibility)

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $15,000.00 |
| **Risk Cost** | 6 |
| **Casting Time** | 1 round |
| **Duration** | 1 Hour |

(This spell can be an upgrade from Blending (Simple Invisibility))

This spell renders the caster transparent, making it difficult for people to locate them visually and providing the equivalent of ¾ cover.

The mage rolls their Intelligence stat plus their Do Magic skill to become somewhat invisible. All of their clothing and equipment up to their maximum carrying capacity becomes just as transparent. They can not make other people transparent with this spell.

Having, effectively, ¾ cover, the caster is at a -3 to be hit by an attack. They also receive a +3 bonus to their Stealth skill. On top of this, all Perception based rolls to locate or track the mage under this spell visually are at an additional -3.

## True Invisibility

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $30,000.00 |
| **Risk Cost** | 8 |
| **Casting Time** | 1 round |
| **Duration** | 1 Hour |

(This spell can be an upgrade from Optic Camo (Basic Invisibility))

This spell renders the caster almost completely invisible, making it nearly impossible for people to locate them visually and providing the equivalent of full cover.

The mage rolls their Intelligence stat plus their Do Magic skill to become invisible. All of their clothing and equipment up to their maximum carrying capacity becomes just as invisible. They can not make other people invisible with this spell.

Having, effectively, full cover, the caster is at a -4 to be



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hit by an attack. They also receive a +4 bonus to their Stealth skill. On top of this, all Perception based rolls to locate or track the mage under this spell visually are at an additional -4.

## Circe's Transmogrification

| | |
|---|---|
| **Range** | One creature by touch |
| **Damage** | none |
| **Purchase Cost** | $100,000.00 |
| **Risk Cost** | 20 |
| **Casting Time** | 1 round |
| **Duration** | Permanent unless broken |

Circe, the mythological sorceress of divine ancestry, was the rumored originator of this spell. The caster is able to transform other living creatures into animals known to the caster, effectively neutralizing enemies.

The mage casting this spell can change their subject into any animal that they have knowledge of. A successful roll on the Intelligence stat plus the Biology skill confers enough knowledge about a specific animal to change someone into that animal. Failing the Intelligence plus Biology roll means that not enough information about that particular animal is in the mage's head at the moment – they will have to choose another. Once a mage has successfully turned someone into a specific animal, they no longer need to roll Intelligence plus Biology to turn someone into that animal again. Once the mage has turned someone into a poodle, they will always be able to turn someone into a poodle without rolling Intelligence plus Biology again.

The mage casting this spell rolls against their Intelligence stat plus their Do Magic skill. This roll is contested by the subject's Stamina stat plus their Toughness skill (if the subject has the "Spell Slinger" merit, they can use their Stamina stat plus their Do Magic skill if this is higher). If the caster wins the contest, the subject is transformed into an animal of the caster's choice. If the subject wins the contest, the Risk is still spent, but there is no effect.

The subject takes on all of the physical attributes of the chosen animal at their transformation, while temporarily retaining their mental attributes and skills. The subject will have access to all of their merits and flaws which affect their mental performance (such as Iron Will or Steel Trap Mind) at first, but no will longer have access to the benefits of their merits and flaws which affect their physical performance (such as Jackrabbit or Asthmatic).

The subject will retain their mental attributes and abilities for a period of time equal to their Will stat in days. During this period, any powers that will heal Shrugs or cure disease will restore the character to their true form, as will certain rare occult herbal lore. After this time, the change is permanent. Without a massive effort (such as the effort necessary to bring a character back from the state of "Dead as Hell"), the character will be in that animal form forevermore.

For the first five days after the transformation, the character is at a penalty of -3 to their Agility and Dexterity statistics as their minds rebel against being in the animal bodies. After the first five days, this penalty vanishes, but the transformed subject's mind begins to disappear into the animal brain.

Certain of the subject's secondary characteristics, such as Will and Initiative, which are based on both physical and mental characteristics, must be re-calculated during the time that the character's mental attributes are still present in the transformed animal. After the period of the subject's Will stat in days, all of the subject's mental characteristics become those of the animal, all of the original character's mental attributes, skills, and merits and flaws affecting mental performance being lost.

If the animal has any special abilities, such as web-



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spinning, spraying a noxious cloud of odor, walking on water, or the like, the subject can roll on the appropriate stat plus their Toughness skill to use the animal's ability. Likewise, if the animal has any special limitations, like a lack of opposable thumbs, being unable to breathe out of the water or being very easy to crush, the subject has these limitations while in that form.

(If the stats for a desired animal are not listed, the "Deal" is in full effect. The player is welcome to find a similar animal in the list and "tweak" its stats, subject to the GMs approval. Try not to let it slow the game down too much – figure out new beasties between game sessions if you're going to go all San Diego Zoo on someone).

Note: Pigs and Geese are perennial favorites of traditional casters of this spell, but more modern Rich Brat sorceresses have become fond of turning people into yappy dogs to impress their cliques. Of course, very angry mages usually make sure to change their foes into animals that taste good.

## Mind Armor

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 2 |
| **Casting Time** | 1 round |
| **Duration** | 30 Minutes |

This spell creates a mystic barrier around the will and mind of the caster allowing them to resist attempts to subvert their will or damage their minds.

Against psionic attacks, such as Mind Blast and Thought Knife, Mind Armor gives a bonus of +10 to resist stunning or damage.

Against all other psionic disciplines or mind-affecting, Mind Armor gives a +5 to resist or overcome their effects.

The caster's Will stat plus their DO Magic skill are rolled to cast this spell, a successful roll means that the Risk cost of the spell is spent and the defense is in place. At the end of the spell's duration, the Risk can be spent again to maintain the defense without the need of another roll.

Should the mage be rendered Unco or Unco with Shrugs during the duration of this spell, the spell will continue to function for its duration, but an unconscious mage can not spend the Risk necessary to maintain it.

## Elegy of the Grave

| | |
|---|---|
| **Range** | One Corpse |
| **Damage** | none |
| **Purchase Cost** | $8,000.00 |
| **Risk Cost** | 4 |
| **Casting Time** | 1 Minute |
| **Duration** | Special |

This Necromantic spell allows the caster to converse with the dead (or even the Dead as Hell). Cast upon a corpse, it raises a ghostly apparition of the deceased, appearing as a grayscale, transparent version of themselves in the moments before their death. The apparition hovers over the corpse until it vanishes. People not familiar with the existence of magic will need to make a roll against their Will statistic or suffer a massive case of the "Willies," and be at -2 until they are out of the presence of the apparition. (People with phobias about death and/or the dead double this penalty).

The caster rolls their Will stat plus their Do Magic skill in order to summon the shade of the deceased. On a successful roll ,they can ask the shade a number of questions equal to the caster's Will stat. Once this number of questions has been answered, the shade will vanish, never to be summoned again. This spell will work only once on any given corpse. If the full number of questions is not asked within twenty-four hours, the shade will vanish at that time.

These questions can be used to gain insight into who and/or what killed the shade, or about their life and relationships. The shade may not feel particularly cooperative if they were killed in a messy or horrific fashion, or may just be unpleasant and uncooperative people in general. The GM may require the caster to make a roll against their Intelligence plus Communications to ask questions well, and may assess a penalty of anywhere up to -4 for particularly difficult to deal with shades.

Just because the dead have been summoned and it's creepy as hell, it doesn't mean that they aren't assholes.



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## Banish Spirit

| | |
|---|---|
| **Range** | 10 Yards |
| **Damage** | none |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 5 |
| **Casting Time** | 1 Minute |
| **Duration** | Permanent |

This spell removes spirits that have come into the material world through summoning or other unnatural means. It rips them from this plane and flings them back to their realm of origin – rarely a pleasant process for any spirit to go through.

The caster rolls against their Intelligence stat plus their Do Magic skill, a roll contested by the spirit's Will stat plus Toughness skill. If the caster wins the contest, the spirit's bonds to the material plane are severed, and it is cast back to its home realm. If the spirit wins this contest, not only does it not leave our world, but it is in a state describable only as "pissed the hell off." Regardless of what it was doing before the attempt to banish it, it will in all likelihood turn its attention to the caster and will use what spiritual powers it has at its disposal to do the caster harm. The GM is encouraged to be creative – spirits are not to be tampered with lightly.

## Mind Dominion

| | |
|---|---|
| **Range** | Line |
| **Damage** | none |
| **Purchase Cost** | $40,000.00 |
| **Risk Cost** | 8, 4 to maintain |
| **Casting Time** | 1 round |
| **Duration** | 20 Minutes |

This spell allows the caster to control the mind of its subject, as if the victim were a puppet. This is one of the most feared known spells; mages with this spell in their grimoire are some of the most feared persons on Earth. This spell works in direct line of sight – if light is bouncing off of the subject and reaching the caster's eyes, this spell may be cast on them. This includes viewing the subject through visual aids such as binoculars and telescopes; it does NOT include viewing the subject through a digital camera or on a television monitor. The Scrying spell *can* be used to view the subject, and is often how this dread spell is cast.

The caster rolls their Will stat plus their Do Magic skill to cast this spell. This roll is contested with the subject's Will stat plus their Toughness skill. If the subject wins this contest, the eight Risk cost of the spell is expended, but there is no effect. If the caster wins this contest, they have spent the eight Risk necessary to cast the spell and the subject is their thrall, under their complete mental command for a period of twenty minutes. If the caster wishes, they can extend the duration of the spell, maintaining it for another twenty minutes. This requires another contested roll of the caster's Will stat plus their Do Magic skill versus the subject's Will stat plus Toughness skill, and the expenditure of half the Risk cost of the spell (4).

There is almost no limit to what the caster can command the subject to do during the duration of this spell. Breaking the law, performing sexual acts, even harming loved ones can be asked of the subject, who has no choice but to perform these acts. For the duration of this spell, the subject's consciousness is just along for the ride. They are aware of each and every action that they take during the duration that they are controlled, but they are unable to do anything about it. At the end of this spell's duration, the caster can elect to command the subject to forget the experience. This separates the memory of the experience from the subject's conscious mind, but the horrific memories are still stored in the subconscious. They may surface as nightmares or flashbacks, and they can be accessed by a talented psionicist using the Mind Probe discipline. Alternately, someone using a roll of the Intelligence stat plus the Psychology skill may be able to locate these memories and give the subject conscious access to them, but once this box is opened, it can not be closed.

Any commands that would cause the subject immediate physical harm must contend with the subject's base instincts for survival. Should the caster give the subject a command that would be immediately lethal ("Walk into traffic" would be considered a command that would be immediately lethal. "Whore yourself to a football team" would not), the subject has a chance to break the spell. The caster must roll their Will stat plus their Do Magic skill upon making such a command, with a penalty of -3. This roll is contested by the subject's Will stat plus Toughness skill (at no penalty). Should the caster win this contest, the subject has no choice but to throw themselves into the jaws of lethality. Should the subject win this contest, not only do they not have to follow the dire command, but the spell is broken – the caster will have to cast it again to re-establish control.
This spell is proscribed by the world-wide magical law enforcement community, but that doesn't mean that it



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isn't out there. It just means that careless or casual use of the spell may bring down very large magical hammers.

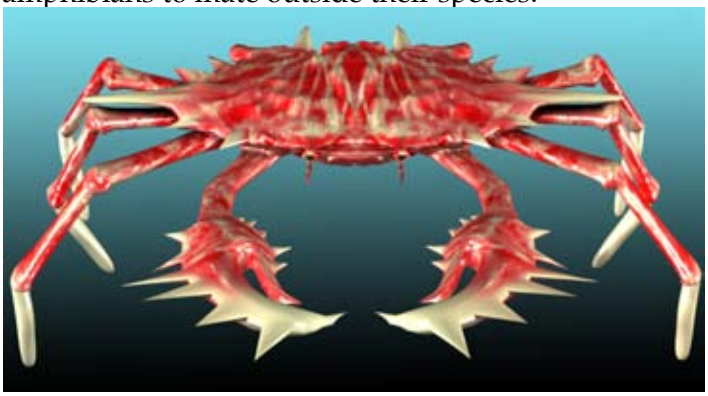
## Call Creature (Amphibians)

| | |
|---|---|
| **Range** | 1 mile radius around caster (mobile) |
| **Damage** | none |
| **Purchase Cost** | $1,500.00 |
| **Risk Cost** | 3 or 6 |
| **Casting Time** | 2 rounds |
| **Duration** | 10 Minutes |

This spell causes a group of amphibians to rally around the caster, awaiting simple commands. The caster can command the summoned amphibians to perform simple tasks, move in certain directions, and can even trigger some of the amphibians' natural instincts, such as the instinct to search for food, to attack, to hide, or to mate.

A roll of the caster's Intelligence stat plus their Do Magic skill casts this spell. For a cost of three Risk, the spell summons a number of amphibians equal to up to the caster's Will stat. For a cost of six Risk, the spell summons a number of amphibians equal to up to the caster's Will stat times three.

The caster may need to know a bit about amphibians in order to trigger specific instincts. A successful roll against the caster's Intelligence stat plus the Biology skill confers enough knowledge to command the amphibians by their natural drives, such as the urge to feed or mate. This would also be necessary to drive the amphibians to mate outside their species.



The caster CAN command the amphibians to perform actions that are immediately lethal to the creatures, such as leaping into the intakes of a jet fighter, crossing a busy street, or hopping up onto a grill.

(Common examples of amphibians include frogs, toads, salamanders, and newts).

## Call Creature (Arthropods)

| | |
|---|---|
| **Range** | 1 mile radius around caster (mobile) |
| **Damage** | none |
| **Purchase Cost** | $1,500.00 |
| **Risk Cost** | 3 or 6 |
| **Casting Time** | 2 rounds |
| **Duration** | 10 Minutes |

This spell causes a group of arthropods to rally around the caster, awaiting simple commands. The caster can command the summoned arthropods to perform simple tasks, move in certain directions, and can even trigger some of the arthropods' natural instincts, such as the instinct to search for food, to attack, to hide, or to mate.

A roll of the caster's Intelligence stat plus their Do Magic skill casts this spell. For a cost of three Risk, the spell summons a number of arthropods equal to up to the caster's Will stat. For a cost of six Risk, the spell summons a number of arthropods equal to up to the caster's Will stat times three.

The caster may need to know a bit about arthropods in order to trigger specific instincts. A successful roll against the caster's Intelligence stat plus the Biology skill confers enough knowledge to command the arthropods by their natural drives, such as the urge to feed or mate. This would also be necessary to drive the arthropods to mate outside their species.

The caster CAN command the arthropods to perform actions that are immediately lethal to the creatures, such as flying at the windshield of a specific car, crawling into air intakes, or creeping into a pot of molten chocolate.

(Common examples of arthropods include insects, spiders, crabs, and lobsters).

## Call Creature (Birds)

| | |
|---|---|
| **Range** | 1 mile radius around caster (mobile) |
| **Damage** | none |
| **Purchase Cost** | $1,500.00 |
| **Risk Cost** | 3 or 6 |
| **Casting Time** | 2 rounds |
| **Duration** | 10 Minutes |

This spell causes a group of birds to rally around the caster, awaiting simple commands. The caster can



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command the summoned birds to perform simple tasks, move in certain directions, and can even trigger some of the birds' natural instincts, such as the instinct to search for food, to attack, to hide, or to mate.

A roll of the caster's Intelligence stat plus their Do Magic skill casts this spell. For a cost of three Risk, the spell summons a number of birds equal to up to the caster's Will stat. For a cost of six Risk, the spell summons a number of birds equal to up to the caster's Will stat times three.

The caster may need to know a bit about birds in order to trigger specific instincts. A successful roll against the caster's Intelligence stat plus the Biology skill confers enough knowledge to command the birds by their natural drives, such as the urge to feed or mate. This would also be necessary to drive the birds to mate outside their species.

The caster CAN command the birds to perform actions that are immediately lethal to the creatures, such as flying into the intakes of a jet fighter, trying to nest in a power transformer, or jumping into a deep fryer.

(Common examples of birds include pigeons, seagulls, eagles, and sparrows).

## Call Creature (Fish)

| | |
|---|---|
| **Range** | 1 mile radius around caster (mobile) |
| **Damage** | none |
| **Purchase Cost** | $1,500.00 |
| **Risk Cost** | 3 or 6 |
| **Casting Time** | 2 rounds |
| **Duration** | 10 Minutes |

This spell causes a group of fish to rally around the caster, awaiting simple commands. The caster can command the summoned fish to perform simple tasks, move in certain directions, and can even trigger some of the fish's natural instincts, such as the instinct to search for food, to attack, to hide, or to mate.

A roll of the caster's Intelligence stat plus their Do Magic skill casts this spell. For a cost of three Risk, the spell summons a number of fish equal to up to the caster's Will stat. For a cost of six Risk, the spell summons a number of fish equal to up to the caster's Will stat times three.

The caster may need to know a bit about fish in order to trigger specific instincts. A successful roll against the caster's Intelligence stat plus the Biology skill confers enough knowledge to command the fish by their natural drives, such as the urge to feed or mate. This would also be necessary to drive the fish to mate outside their species.

The caster CAN command the fish to perform actions that are immediately lethal to the creatures, such as taking a baited (or un-baited) hook, swimming into nets, or leaping out of the water and into a blender.

(Common examples of fish include trout, tuna, sharks, and octopi).

## Call Creature (Mammals)

| | |
|---|---|
| **Range** | 1 mile radius around caster (mobile) |
| **Damage** | none |
| **Purchase Cost** | $2,000.00 |
| **Risk Cost** | 4 or 8 |
| **Casting Time** | 2 rounds |
| **Duration** | 10 Minutes |

This spell causes a group of mammals to rally around the caster, awaiting simple commands. The caster can command the summoned mammals to perform simple tasks, move in certain directions, and can even trigger some of the mammals' natural instincts, such as the instinct to search for food, to attack, to hide, or to mate.

A roll of the caster's Intelligence stat plus their Do Magic skill casts this spell. For a cost of four Risk, the spell summons a number of mammals equal to up to the caster's Will stat. For a cost of eight Risk, the spell summons a number of mammals equal to up to the caster's Will stat times three.

The caster may need to know a bit about mammals in order to trigger specific instincts. A successful roll against the caster's Intelligence stat plus the Biology skill confers enough knowledge to command the mammals by their natural drives, such as the urge to feed or mate. This would also be necessary to drive the mammals to mate outside their species.

The caster CAN command the mammals to perform actions that are immediately lethal to the creatures, such as standing perfectly still for hunters, leaping off of the tops of buildings, or rolling in barbecue sauce.

(Common examples of mammals include cats, dogs, dolphins, and gorillas).



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## Call Creature (Reptiles)

| | |
|---|---|
| **Range** | 1 mile radius around caster (mobile) |
| **Damage** | none |
| **Purchase Cost** | $1,500.00 |
| **Risk Cost** | 3 or 6 |
| **Casting Time** | 2 rounds |
| **Duration** | 10 Minutes |

This spell causes a group of reptiles to rally around the caster, awaiting simple commands. The caster can command the summoned reptiles to perform simple tasks, move in certain directions, and can even trigger some of the reptiles' natural instincts, such as the instinct to search for food, to attack, to hide, or to mate.

A roll of the caster's Intelligence stat plus their Do Magic skill casts this spell. For a cost of three Risk, the spell summons a number of reptiles equal to up to the caster's Will stat. For a cost of six Risk, the spell summons a number of reptiles equal to up to the caster's Will stat times three.

The caster may need to know a bit about reptiles in order to trigger specific instincts. A successful roll against the caster's Intelligence stat plus the Biology skill confers enough knowledge to command the reptiles by their natural drives, such as the urge to feed or mate. This would also be necessary to drive the reptiles to mate outside their species.

The caster CAN command the reptiles to perform actions that are immediately lethal to the creatures, such as slithering across high-voltage leads, running into pools of acid, or doing a half-gainer into a pot of stew.

(Common examples of reptiles include snakes, lizards, turtles, and komodo dragons).

## Bind Spirit

| | |
|---|---|
| **Range** | 10 foot radius around caster (immobile) |
| **Damage** | none |
| **Purchase Cost** | $4,000.00 |
| **Risk Cost** | 10 |
| **Casting Time** | 5 Minutes (60 rounds) |
| **Duration** | Special (from 24 hours up to a year and a day) |

By reciting a litany of names of power with vast arcane meaning, the caster creates an area capable of binding a spirit. The spirit will be bound into service to the caster, usually for one year plus one day. It is possible to bind the spirit for a shorter time, but it is unwise to trifle with spirits. In time, even with the use of this spell, the spirit will demand compensation for its service.

To cast this spell, the caster stands in the center of the area in which he wishes to bind the spirit. Ideally, this can be the location where the caster wishes to summon the spirit once the binding is laid, or a place where the caster wishes to trap a spirit that is already intruding on the material plane. The caster rolls their Will stat plus their Do Magic skill. If the caster invokes the spirit's True Name in the casting of this spell, the spirit is at a -2 to the contest to resist being bound (this will also automatically make the caster the spirit's hated enemy – spirits HATE having their True Names bandied about). When the spirit enters the area, this roll will be contested against the spirit's Will stat plus Toughness skill. The trap can be in place for up to twenty-four hours (1 day) without binding a spirit – after this point, if it has not encountered a spirit, it will dissipate and must be re-cast.

Should the caster win the contest, the spirit is bound to service. Should the spirit win the contest, it is free to do whatever it wishes, but it will likely take some time to make the caster's life miserable to the full extent of its spiritual power – spirits HATE it when mages try to bind them.

The default period of service is one year and one day, but the caster can specify a shorter time. The service can be anything which is within the spirit's power, and can even include actions which endanger the spirit. The nature and details of the service must be laid out when the spirit is bound – this is also when the spirit will specify what compensation it will require at the end of its service. GM's please note – spirits HATE this



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situation, and they will rarely ask for small payments. The spirit's compensation can be anything, from a period of service from the caster to the caster's firstborn child or the caster's immortal soul. The "Deal" is in full effect while this deal is being made… this should be a monumental session of haggling.

If the mage refuses the cost, the spirit can immediately try to break the binding. The mage rolls their Will stat plus their Do Magic skill again, contesting the spirit's Will stat plus Toughness skill. If the caster wins this contest, the spirit must still perform the demanded service, but things will go badly for them later. If the spirit wins this contest, it is free from the binding. It is free to do whatever it wishes, but it will likely take some time to make the caster's life miserable to the full extent of its spiritual power – spirits HATE it when mages try to bind them.

A spirit that is denied its compensation by a mage that refuses to pay actually becomes stronger – there are rules to how the universe functions, even with magic. After the specified period of service, all of the spirit's statistics increase by +2 to a maximum of 10, and the range, duration, and damage of all of their powers *doubles*. This condition remains until the spirit extracts compensation from the mage by force, or until the spirit is banished or destroyed. It is unwise to release such a rage-empowered spirit into the world, and it will earn the enmity of other mages who may have to deal with it. There is no such thing as a free lunch.

## Sodrick's Binding

| | |
|---|---|
| **Range** | 10 yards |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 3 |
| **Casting Time** | 1 round |
| **Duration** | Permanent until broken |

The mighty Sodrick the Wizard created this spell to save on the cost of rope in his dungeon. It proved to be more effective than non-magical bindings, both in cost and in its ability to hold prisoners almost indefinitely.

The caster of this spell rolls their Dexterity stat plus their Do Magic skill. This not only casts the spell, but is the attack roll for the Binding Attack created by this spell. Like other Binding Attacks, the spell must be targeted if the mage hopes to entrap a limb or extremity, otherwise it will hit a random location. Sodrick's Binding can be Dodged normally.

The Binding Strength of this Binding Attack is 9. It has a Binding Difficulty of -2, a Binding Defense of 18, and one Binding Shrug. It requires multiple castings to fully bind a victim.

The Bindings remain in place until they are broken… corpses have been found still bound in place by this spell hundreds of years after its casting.

## Kiss of Morpheus

| | |
|---|---|
| **Range** | 20 yard range, 5 foot radius at target |
| **Damage** | 5 (Special) |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 4 |
| **Casting Time** | 2 rounds |
| **Duration** | Special |

This spell affects all forms of animal life in its area of effect, from insects to people, putting them into a deep and peaceful sleep. Named after the Greek god of sleep, this spell gives the mage the power to neutralize their foes without killing them. This can be a useful alternative to reducing one's opponents to smoking bits of char with stolen experimental weapons. Bodyguards and watch dogs alike must beware – the mage with this spell in their grimoire is the sandman (or sandwoman, if you prefer).

The mage casts this spell with a roll against their Will stat plus their Do Magic skill. It can be cast up to 20 yards away from the caster. The point where the spell strikes is the center of a five-foot radius of magical sleep, a cloud of whispy vapor bellowing from its center point. Targeted creatures within the radius can attempt to Dodge, at the -5 penalty for Dodging a five-foot radius effect.

Targeted creatures struck by this spell must make a roll against their Stamina stat plus their Toughness skill, at a penalty of -5. If they fail this roll, they fall Unco with Shrugs, passing into a deep and dreamless sleep. If they succeed at this roll, they can feel themselves fighting off the sleep, but are otherwise completely unaffected.



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## Stride of Marathon

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $15,000.00 |
| **Risk Cost** | 6 |
| **Casting Time** | 1 round |
| **Duration** | 1 Hour |

This spell imparts the ability to run very fast, and is excellent for quick getaways and catching muggers.

The mage rolls against their Stamina stat plus their Do Magic skill. A successful roll multiplies the caster's running speed by four. All bonuses from "Bursts of Speed" are also multiplied by four.

## Spider Walk

| | |
|---|---|
| **Range** | Self |
| **Damage** | none |
| **Purchase Cost** | $5,000.00 |
| **Risk Cost** | 2 |
| **Casting Time** | 1 round |
| **Duration** | 30 Minutes |

This spell mimics the spider's ability to move along vertical surfaces, allowing the caster to walk on surfaces such as walls and the sides of mountains as if they were floors or flat planes.

Casting this spell requires a roll against the caster's Agility stat plus ther Do Magic skill. This not only allows the caster to move along vertical surfaces and even to move upside-down, but also gives the mage a bonus of +3 to the Acrobatics and Climbing skills, should they attempt to cling to upside-down surfaces or climb along extremely slick surfaces. They can move at their full rate of movement along walls and such without difficulty.

## Ward of Hiding

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 10 (temporary), 20 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This ward prevents the warded area from being observed. It is equally effective against magical Scrying, psionic Remote Viewing, telephoto lenses, video cameras, satellite surveillance, and bizarre alien technology.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area the Ward of Hiding requires a roll against the caster's Intelligence stat plus their Do Magic skill. The margin of success is particularly important to note when casting Wards.

For a cost of ten Risk, the protection on the area is temporary, lasting one month. The temporary Ward of Hiding gives a penalty equal to the caster's margin of success to anyone attempting to view the warded room or area using any means. It takes half an hour to cast a temporary Ward. Temporary Wards can be maintained by the caster making another roll against their Intelligence stat plus their Do Magic skill at the end of the month, and spending another ten Risk.

For a cost of twenty Risk, the protection on the area is permanent. The permanent Ward of Hiding gives a penalty equal to the caster's margin of success times two to anyone attempting to view the warded room or area using any means. It takes one hour to cast a permanent Ward. It is possible to "upgrade" a temporary Ward of Hiding to a permanent one by rolling the caster's Intelligence plus their Do Magic skill and spending twenty Risk.

Someone wishing to penetrate the ward must succeed at the roll of their choice while suffering the ward's penalty.

At the time of casting, the caster can designate a number of people equal to up to their Will stat who are not affected by this Ward, so that friends and allies can safely view the warded room.

The only way to look into the warded area without



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suffering the penalty is to walk directly up to it and look at the area with the naked eye from the ward's edge. Other attempts will be thwarted by haze, tricks of the light, sudden wisps of fog, or some other vision-obscuring phenomena. It is not possible to hear, smell, or taste things protected inside a Ward of Hiding from outside of it.

## Ward of Shielding

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 10 (temporary), 20 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

The Ward of Shielding prevents any mystical or otherworldly transportation abilities, such as teleport spells or teleportation psionic disciplines, from being used to enter or exit the protected area.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area the Ward of Shielding requires a roll against the caster's Intelligence stat plus their Do Magic skill. The margin of success is particularly important to note when casting Wards.

For a cost of ten Risk, the protection on the area is temporary, lasting one month. The temporary Ward of Shielding gives a penalty equal to the caster's margin of success to anyone attempting to transport into the warded area. It takes half an hour to cast a temporary Ward. Temporary Wards can be maintained by the caster making another roll against their Intelligence stat plus their Do Magic skill at the end of the month, and spending another ten Risk.

For a cost of twenty Risk, the protection on the area is permanent. The permanent Ward of Shielding gives a penalty equal to the caster's margin of success times two to anyone attempting to transport into the warded area. It takes one hour to cast a permanent Ward.

This protection works against any form of point-to-point transportation, whether magical, psionic, technological, or other. Someone wishing to penetrate the ward must succeed at the roll of their choice while suffering the ward's penalty.

At the time of casting, the caster can designate a number of people equal to up to their Will stat who are not affected by this Ward, so that friends and allies can safely transport into or out of the warded room. It is possible for the caster to designate the portal of a Gate spell as not being affected by this spell, creating a room with a Ward of Shielding which can be entered and exited through the portal. This does not prevent foes or other unwelcome entities from using the portal.

## Bane Ward

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | Special |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 20 (temporary), 40 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This vicious ward makes it extremely painful, perhaps even lethal, for a certain type of person or being to enter the warded area. The type of person or being that the ward protects against must be determined at the time of the casting.

The type of person or being that the Ward protects against can be fairly broad, but they must be well defined. A Bane Ward can protect against "The Undead," "Things from the Outside," "holy people," or even "living humans." There is a clear distinction between these things, and everything else. A Bane Ward against "criminals" would not be quite so effective – is a first-time thief a criminal before they commit a crime? Is someone who was wrongly sentenced for a crime that they did not commit a criminal? Likewise, Wards against "Bitches," "Assholes," "Hotties," or "Evil People" won't work, because these concepts are almost entirely subjective. What is evil to one person may not be to another, and someone who is an asshole to the caster may be a saint to their mother.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room



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at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area a Bane Ward requires a roll against the caster's Intelligence stat plus their Do Magic skill. The margin of success is particularly important to note when casting Wards.

For a cost of ten Risk, the protection on the area is temporary, lasting one month. If any of the class of being that the Bane Ward is protecting the area against should enter the area under temporary protection, they must make a roll against their Stamina stat plus their Toughness skill with a penalty equal to the Bane Ward's margin of Success *every turn they are in that area*. Failing this roll costs them one Shrug. This continues until they either leave the area, or they are Dead as Hell.

It takes half an hour to cast a temporary Ward. Temporary Wards can be maintained by the caster making another roll against their Intelligence stat plus their Do Magic skill at the end of the month, and spending another ten Risk.

For a cost of twenty Risk, the protection on the area is permanent. If any of the class of being that the Bane Ward is protecting the area against should enter the area under permanent protection, they must make a roll against their Stamina stat plus their Toughness skill with a penalty equal to TWICE the Bane Ward's margin of Success *every turn they are in that area*. Failing this roll costs them one Shrug. This continues until they either leave the area, or they are Dead as Hell. It takes one hour to cast a permanent Ward.

Suffering the effects of Bane Wards is extremely painful, a burning sensation which elevates as more Shrugs are taken. Once the subject becomes Dead, their body actually immolates in a magical flame that does not damage the surrounding area, but which marshmallows may be roasted over.

At the time of casting, the caster can designate a number of specific beings of the class that the Bane Spell is protecting against equal to up to their Will stat who are not affected by this Ward. This would allow a room with a Bane Ward against the Undead to host a friendly Vampire, or for a room with a Bane Ward against the living to be visited by a Lich's street-thug minion.

## Ward of the Air Element

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 10 (temporary), 20 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This elemental ward prevents anyone within it from being injured, influenced, or even inconvenienced by the element of Air, or the lack of it. Even if this ward is in an outdoor area, breezes and winds can not disrupt anything in an Air Ward, nor can noxious fumes or vapors affect people within it, even if they are highly toxic. The air in an Air Ward remains still and breathable.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area an Air Ward requires a roll against the caster's Intelligence stat plus their Do Magic skill.



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For a cost of ten Risk, the protection on the area is temporary, lasting one month. It takes half an hour to cast a temporary ward. For a cost of twenty Risk, the ward can be made permanent. It takes one hour to cast a permanent ward.

During the ward's duration, the Air in the area of the Air Ward remains breathable and still. Even the air in air-tight containers remains breathable, it can not be depleted of oxygen while the ward is in effect. Anything which might be moved by random breezes or wind such as papers, hair, insects, or the like will not move. The down-side to this is that the air in an air ward is very still… fans can not create a breeze, not even a hand-held fan. Air conditioners work very slowly in an Air Ward – they cool the air, but they don't move it very well. In warm weather, Air Wards can be uncomfortable places to stay.

Electricity does not function well in Air Ward protected areas, as Lightning falls within the purvue of Air. Attempts to use any electronic equipment within an Air Ward is at a penalty of -3. Attacks which rely on Electricity to do damage, such as the use of Tasers, Stun Guns, or Lightning spells have no effect inside an Air Ward.

If the caster also knows the spell "Ward of the Water Element," they can cast an Air Ward under water, creating a dome of breathable air under the water.

An area which is protected by an Air Ward is an excellent place to summon an Air Elemental – such summoning are at a bonus of +2 inside an Air Ward.

## Ward of the Earth Element

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 10 (temporary), 20 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This elemental ward prevents anyone within it from being injured, influenced, or even inconvenienced by the element of Earth. Even if this ward is in an outdoor area, dirt and rocks can not injure someone within the protection. Earthquakes can shake and rip apart the area around an Earth Ward, but they can not affect anything within it.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area an Earth Ward requires a roll against the caster's Intelligence stat plus their Do Magic skill.

For a cost of ten Risk, the protection on the area is temporary, lasting one month. It takes half an hour to cast a temporary ward. For a cost of twenty Risk, the ward can be made permanent. It takes one hour to cast a permanent ward.

During the ward's duration, the Earth in the area protected by the ward can not harm people or things within that ward. Structures remain solid to the touch, rocks still feel hard, but falling on them or having them thrown at you will feel as if the impact was with foam rubber. Earthquakes can not affect Earth Warded areas, though they can rip apart the ground around them, occasionally leaving the warded area standing on a pillar of solid stone where everything around them is shattered. Farming on land that is protected by an Earth Ward is particularly effective – crops can not deplete the soil, and the soil remains extremely fertile.

An area which is protected by an Earth Ward is an excellent place to summon an Earth Elemental – such summonings are at a bonus of +2 inside an Earth Ward.

## Ward of the Fire Element

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 10 (temporary), 20 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This elemental ward prevents anyone within it from being injured, influenced, or even inconvenienced by the element of Fire. Fires will not ignite in a Fire Ward protected area, no matter how hard someone tries. Matches do not ignite, lighters do not light, Fireball



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spells fizzle, even flamethrowers become nothing more than squirt guns full of napalm, which will not burn.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area an Fire Ward requires a roll against the caster's Intelligence stat plus their Do Magic skill.

For a cost of ten Risk, the protection on the area is temporary, lasting one month. It takes half an hour to cast a temporary ward. For a cost of twenty Risk, the ward can be made permanent. It takes one hour to cast a permanent ward.

During the ward's duration, fire does not occur within the ward protected area. From simple matches to high-tech devices belching plasma flame, the fire simply can not exist within this area. Firearms which rely on the ignition of gunpowder, black powder, or analog propellants will not fire, as the ignition can not occur. Even if flammable materials are soaked in liquid propellants, no amount of effort will make them ignite. Spells which invoke fire, such as Fireball or Flame Jet will not work in a Fire Warded area… the roll may be successful, the Risk may be spent, but the effects fizzle. It is difficult to even generate excessive heat in a Fire Warded area – it is not possible to raise the temperature of anything above room temperature (72 degrees Farenheit, 20 degrees Celsius) in an area protected by this spell. This can make cooking problematic.

An area which is protected by a Fire Ward is an excellent place to summon an Fire Elemental – such summoning are at a bonus of +2 inside a Fire Ward.

## Ward of the Water Element

| | |
|---|---|
| **Range** | Will stat x2 in yards, per casting |
| **Damage** | none |
| **Purchase Cost** | $10,000.00 |
| **Risk Cost** | 10 (temporary), 20 (permanent) |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This elemental ward prevents anyone within it from being injured, influenced, or even inconvenienced by the element of Wtaer, or the lack of it. Even if this ward is in an outdoor area, things in an area protected by a Water Ward do not get wet. People in a Water Ward protected area can neither drown, nor suffer from thirst.

Like all Ward spells, this ward must be cast on an area with clear metaphysical borders. In a structure like a house, it must be cast on a single room (or a single room at a time, in order to protect the whole house). Cast outdoors or in places with no clearly defined walls, it is up to the caster to establish the metaphysical borders. This can be as simple as deciding which trees in the forest define the border of the area, or of drawing a line with paint or chalk on the ground. The area protected is limited to a radius equal to the caster's Will stat in yards, per casting – i.e. protecting larger areas requires multiple castings.

Giving an area a Water Ward requires a roll against the caster's Intelligence stat plus their Do Magic skill.

For a cost of ten Risk, the protection on the area is temporary, lasting one month. It takes half an hour to cast a temporary ward. For a cost of twenty Risk, the ward can be made permanent. It takes one hour to cast a permanent ward.

During the ward's duration, the Ward protected area remains comfortably dry, with just enough humidity to support comfortable breathing and to prevent skin from drying out. People in this area do not get thirsty, but they can still drink if they choose to do so. Water in a Water Warded area remains pure, no matter how much filth is poured into it – one bathtub in such an



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area could clean an entire family of rugby players one at a time, and remain just as clear and able to clean as when it started.

People in a Water Warded area can not drown. Though they may inhale water (and it will be extremely uncomfortable), the water will function in their lungs to sustain them as if it were air… chunky, thick, wet air.

If the caster also knows the spell "Ward of the Air Element," they can cast an Air Ward under water, creating a dome of breathable air under the water.

An area which is protected by a Water Ward is an excellent place to summon a Water Elemental – such summoning are at a bonus of +2 inside a Water Ward.

## Shatter the Eye

| | |
|---|---|
| **Range** | Touch, or 10 yards (optional radius of 10 feet) |
| **Damage** | Special |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 3 for Touch or Ranged attack, +3 for Radius |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This spell causes a blinding flash, which can blind the target for a short time.

The caster can deliver this attack in one of three ways. To deliver the Flash Attack in Hand to Hand combat, the mage rolls their Agility stat plus their Do Magic skill. To deliver the Flash Attack as a ranged attack up to ten yards away, the mage rolls against their Dexterity stat plus their Do Magic skill. In Hand to Hand, the attack can be both Dodged and Parried – as a ranged attack, it can be Dodged.

Either the Hand to Hand attack or the ranged attack can be made a radius attack for a cost of 3 additional Risk. The radius attack can not be parried, and is at a -10 to Dodge.

The specific penalty of the Flash Attack is -5. The target(s), having been hit by the attack, must make a roll against their Perception stat(s) plus their Toughness skill(s) at a penalty of -5. Any bonuses that the target(s) has to Perception that are vision-based become penalties for this roll. If this roll is failed, the target(s) loses their sense(s) of sight and is in total darkness (a -4 penalty) for five turns.

This spell is useful for distractions and quick getaways.

## Shatter the Ear

| | |
|---|---|
| **Range** | Touch, or 10 yards (optional radius of 10 feet) |
| **Damage** | Special |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 3 for Touch or Ranged attack, +3 for Radius |
| **Casting Time** | 30 minutes to 1 hour |
| **Duration** | Special |

This spell causes a deafening pulse, which can deafen the target for a short time.

The caster can deliver this attack in one of two ways. To deliver the Flash Attack in Hand to Hand combat, the mage rolls their Agility stat plus their Do Magic skill. To deliver the Flash Attack as a ranged attack up to ten yards away, the mage rolls against their Dexterity stat plus their Do Magic skill. In Hand to Hand, the attack can be both Dodged and Parried – as a ranged attack, it can be Dodged.

Either the Hand to Hand attack or the ranged attack can be made a radius attack for a cost of 3 additional Risk. The radius attack can not be parried, and is at a -10 to Dodge.

The specific penalty of the Flash Attack is -5. The target(s), having been hit by the attack, must make a roll against their Perception stat(s) plus their Toughness skill(s) at a penalty of -5. Any bonuses that the target has to Perception that are hearing-based become penalties for this roll. If this roll is failed, the target loses their sense(s) of hearing and is in total silence for five turns. They will be unable to hear conversation, alarms, shouted warnings, and the like for the duration.

## Xombie

| | |
|---|---|
| **Range** | Onw corpse |
| **Damage** | none |
| **Purchase Cost** | $20,000.00 |
| **Risk Cost** | 10 or 20 |
| **Casting Time** | 1 Minute or 10 Minutes |
| **Duration** | Permanent (untiol destroyed) |

The most famous of all Thrall spells, the mage who has mastered this spell can raise a corpse as a minion.



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The subject corpse must have been in a state of "Dead as Hell," and may even have been embalmed before this spell is cast on it. (Depending on the manner of death, the corpse may not be viable for this spell… someone that has been shot six dozen times with small caliber ammunition could be made into a Xombie. Someone that has been hit by a train after falling ninety stories onto a pile of chainsaws could not).

The caster rolls against their Will stat plus their Do Magic skill to cast this spell.

All Xombies created by this spell have Strength, Dexterity, and Agility statistics of 5. Their Intelligence and Perception stats are both 3. The Xombie's Stamina stat is the same as the caster's Intelligence stat.

If the caster spends only 10 Risk on the spell, and takes only minute to cast it, the Xombie is officially a Mook, and has No Shrugs. The first time it fails a Damage Resistance roll, it is rendered inactive and falls in a heap, never to be animated again.

If the caster spends 20 Risk on the spell, and takes ten minutes to cast it, the Xombie is a "warrior" Xombie, with Shrugs equal to half of its Stamina stat (rounding up). Even Warrior Xombies have no Risk.

Xombies have a number of skill ranks equal to the caster's Will stat. These points are usually split between the Xombie's Grapple, Hand to Hand, and Martial Damage skills, but the Xombie's skills are entirely at the discretion of the caster. The Xombie can not have skills that the caster could not have themselves – if the caster has the Low Tech flaw, for example, the Xombie could not have skills for using standard or high tech items.

The Xombie will be totally obedient to the caster, and will do their best to carry out the caster's wishes. They have a very limited ability to improvise, but they can find their way around obstacles given time.

Xombies do continue to rot and degrade after being raised, even if embalmed (Formeldahyde only goes so far). A Xombie must consume the flesh of the living (must be human) once a week to absorb moisture from the flesh and blood, and to replenish proteins it can no longer synthesize. A Mook Xombie that does not feed will become inactive and useless after one week, never to rise under its own power again. A warrior Xombie will lose one Shrug after a week without feeding on living human flesh. If it drops to zero Shrugs, it will degrade into a Mook Xombie, after which a week without feeding will render it inactive.

A Warrior Xombie regains one lost Shrug by feasting for at least an hour on the flesh of one living human being.

Ironically, the corpses of people that have been fed upon by a Xombie make ideal candidates to become Xombies, and the spell is at a bonus of +1 to raise them as such.

Xombies can be very useful, but they are very high maintenance as well.

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# GAME MASTER'S SECTION

This section of the book is specifically for the person who is going to be running the game - the Game Master. Players will want to refrain from reading this section, as it contains some secrets of the world of Hot Chicks and other information that may be "Spoilers" for the GM's no doubt carefully crafted campaign.

## GM Specific Rules

This is not a normal game. By no stretch of the imagination is "Hot Chicks" a straight-forward tabletop RPG. What you hold in your hands (or read off of your screen, if you're a PDF customer) is designed to be a singularly cinematic and thrilling experience. There are a few rules that apply to GMs of "Hot Chicks," therefore, that we need to get out of the way right here at the beginning.

### The Game Master's Budget is Unlimited

Your villains can be poverty-stricken disease-carriers honing out a meager existence in back alleys, or conglomerations of trillionaires with private space stations made entirely out of gold and diamonds staffed by supermodels with PhDs. Unlike the Players, you are not constrained by the limitations of how much you can spend. If there's a price tag on a rock so heavy that God can't lift it, your villain can afford it.

### Now that you have all the money you will ever need to beat the Players, no matter what they try and do, you have no need whatsoever to compete with them

This is a cooperative game, not a competitive one. You are engaging in the ages-old practice of Storytelling at its highest level, telling a unique and ever-changing story with a group. Your job is to give the group difficult situations, even seemingly impossible situations, and to deplete their resources… then reward them for good playing and refill their resources. It's not to make the entire table hate your guts and constantly make up new characters to replace the old, gang-raped, dead and eaten ones. This is supposed to be fun for everyone at the table.

### This game allows the Players to bargain and deal with the GM

Give them the chance to make their case, even if it slows things down a little bit. If they can make something sound reasonable to you, go ahead and let them have it. If you ask someone to roll Agility plus Hovercraft to dodge an incoming missile, and they suggest that because they're flying-by-wire, they might roll Dexterity



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plus Hovercraft or even Intelligence plus Hovercraft, that's kinda cool. If they suggest that they might roll Strength plus Seduction because they're steering with their butt, that's not cool. Be open, be fair, be reasonable. At the end of the Deal, your ruling is final.

### Every rule in this book is, ultimately, a suggestion

If something doesn't work for you, change it. If you find something else that works out very well, visit www.HotChicksTheGame.com and let us know about it. Despite the fact that this game has solid and well-designed rules, once you start making characters and rolling dice, this is YOUR game. Feel free to try out variants, different rules, new ideas, whatever you feel like. Come to think of it, that's how we got started doing this.

## "The Deal," and why it's good for You

Unless you take it out of play, your players WILL use "The Deal." They will try to find ways around your most clever and well-planned situations, they will suggest ridiculous alternatives to reasonable requests, they will even try to defy all the laws of physics and metaphysics.

As the Game Master, you are *never* required to accept a Deal. If it strikes you as too ridiculous, too generous, or just wrong, you can *always* say "no deal." This being said, do consider every Deal that is offered.

The players want something out of you – they want something that gives their characters a benefit that they haven't earned.

You want something out of the players – you want them to make the task of dumping complications on their heads and depleting their resources (see below) easier.

This is what The Deal is for. The Deal allows you to make them think they are getting what they want, even as they are handing you exactly what you want out of them.

When a player asks for equipment or powers that are more potent than what they can afford, you have the chance to add an antagonist or other complication to the game.

For Example – *Bob's player asks the Game Master if he can give Bob special bullets that cost a thousand dollars a shot, that not only do massive damage but carry a Gamma Radiation source in a heavily shielded sabot. The Game Master thinks about it, then asks if Bob's player wants to* need *bullets that powerful. The player foolishly says "yes," The Deal is struck, and the Game Master pulls out the monsters that can ONLY be killed with bullets like that, damning the rest of the party to a vicious butt-kicking.*

A common formula for The Deal can be just that simple –The player asks "Can I have (X)?" X being some horrifically powerful weapon or defense. The Game Master asks "Do you want to *need* (X)?"

In game-play, if a character wants to roll on a Stat plus Skill combination other than what the GM has asked for, and the request is reasonable, there is little reason not to say "yes." That allows not only for character flexibility, but allows a Character to be played "to their strengths." This shouldn't cost the character anything, really… it's just a bit of creative roleplaying, which should always be rewarded. Just remember – when you ask for Agility plus Hand to Hand, the roll of Agility plus Grappling or Agility plus Melee are probably suitable alternatives. Stamina plus Cleaning probably isn't.

## Depletion and You

A good way to create a sense of tension in the game, and to make the players feel like they've been through something epic, is to deplete their Character's resources. There are a number of different resources that can be depleted throughout the course of a gaming session, and depleting any of them, or all of them, will make players feel like they've really worked for their Improvement budget at the end of the night.

SHRUGS are one of the most commonly depleted resources out there. A Character running low on Shrugs is a Character running out of life. Every Charac-



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ter should take some damage as the gaming session moves along, whether from combat or some environmental danger. Of course, damage isn't the only way that a Characgter can lose Shrugs. Situations like chase scenes, rescues, or surviving disasters that cause Characters to burn Shrugs for "Bursts of Speed" or "Bursts of Strength" are another good way to reduce this resource. Mind you, Shrugs can come back pretty fast, so you can deplete them more than once a session.

RISK is something else that's just made for you to deplete the hell out of. Spending Risk can allow a player to have a character that is bending all probability, succeeding where failure was almost a certainty. It allows them to activate amazing powers of the body and mind, to find impossible to find equipment, and to do god-awful amounts of damage. It also goes REALLY fast. The only limit to the amount of Risk points that can be spent by one character in one turn is the amount that they have left. At five points of Risk for a re-roll, they can easily go through twenty or forty points in a single turn of bad rolling. If they want bonuses, the Risk for those bonuses applies only to their next roll. If they blow ten Risk to get a +3 bonus, then botch the roll and spend five Risk to get a re-roll, they need to burn ANOTHER ten Risk to get the +3 again. That's twenty-five Risk, right there. A Character running low on Risk is also likely to start looking for dangerous and/or foolhardy things to do, in order to refill their Risk supply. Opportunities to do dangerous and/or foolhardy things should be plentiful – that's also a great way to deplete their Shrugs.

CASH is a resource that there is truly never enough of. For one thing, players get a limited budged each session for personal improvement (usually $5,000.00, unless you want to give them more as a special reward). They may have found eighty-thousand dollars worth of German bank notes, but each character can only spend five thousand dollars that session on personal improvement, saving up for larger purchases over several sessions. Besides personal improvement, characters need guns (and ammunition!), vehicles, bases of operation, armor, clothing, expensive computers and the like. They want to go out and live it up? Charge them the full price for an expensive meal, movie tickets, clothes for clubbing, the limousine rental, and the like. Characters who have the "Rich" merit more than once can ignore a certain amount of these charges, but there will always be something more expensive that they will want. Characters who have all the money that they need are not thinking hard enough about what they can have. Going out and getting money is one of the all-time great motivators for Player Characters. Feel free to occasionally blow up their luxury cars, burn down their mansions, or have the Savings and Loan where they've invested their ill-gotten game go belly up. Break their equipment, shoot up their armor, make them spend money on repairing and replacing equipment.

Partially or completely depleting any or all of these resources during the course of an adventure will guarantee that your players will feel like they've earned any advancement that they may gain.

## Killing the Player Characters

Should the GM arrange a situation in which a Player Character is probably going to die?

Hell yes. Absolutely. Every week, twice a week, with three shows on Sunday. Powerful monsters, hordes of well-armed evil minions, crashing airplanes, boating disasters, earthquakes, floods, volcanic eruptions – knock yourself out. The world of Hot Chicks is AMAZINGLY dangerous. Walking down the street to get the newspaper should be fraught with utter disaster.

For the most part, realize that your player's Characters are going to find a way to survive this. They've got all kinds of Merits and powers and equipment that they can use in ways that you've never dreamed of. "No plan survives the first encounter with Player Characters." They've also got Risk points, which they can spend in all kinds of probability-bending ways, re-rolling failed rolls and getting big bonuses to their actions. Setting up a situation where failing a roll or missing a key action will kill someone is perfectly fine.

Sometimes, despite all of the mechanics in this game for keeping PCs alive, though, you may just kill one. A high enough fall, a random meeting with a speeding truck, or a lucky shot from a gun-toting mook may just put a Character down. It happens.

If a Character is rendered Dead, the problem isn't too severe. Good enough medical procedures, magical spells, or other healing abilities can bring this Character back into play. They may need a short hospital stay or they may be on crutches for a little while, but they'll most likely make a full recovery and get back into the action.

The problem occurs when a Character is rendered Dead as Hell. Once they have taken three times their



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total number of Shrugs in damage, they're not even really leaving a recognizable corpse. Bringing a Character back from this state, by definition, is going to be a herculean task.

Look at how such a death of a character is being handled by the players. If the death was appropriately sacrificial, heroic, or dramatically proper, feel free to let it stand. If the player of the Dead as Hell character is rolling with the loss and accepting the event, feel free to have a Character funeral and let the player start rolling d4's to make up their next character.

If the character's death was particularly pointless or disturbing, however, there ARE options. A "Dead as Hell" Character can be brought back by a sufficiently taxing quest, if the rest of the party is interested in having them back.

Taking tissue samples to a secret lab protected by hordes of tech ninjas is always a good option. So is the trek to the "Temple of Life" in Egypt, where the essence of the Character can be implored back from the afterlife by their heart-broken comrades.

Ham it up. Let it take over a session or two. Heck, in a case like this, the dead character should probably be free to kibitz from the Other Side; don't want their player getting bored.

On the other hand, don't let the party go thinking that they can run off and die willy-nilly and just pop back through the "Exit" door from Hell. These tasks should be grueling, threatening the lives of the entire party. Some hint that "this type of activity can't be used more than once in a century – you were extremely lucky that it could be accomplished at all!" might help.

Sometimes, a player Character tries SO hard to die that you just have to let them. Bad roleplaying (or roleplaying a bad character), unlucky dice, the wrong decisions at the wrong moments, and other factors can point to the fact that this Character is actively *trying* to die. If they should pass, let it happen; throw out the options for bringing them back, but don't push the matter. A fresh start can be better than beating a dead horse.

Now, *maiming* a player Character is another matter. If a character manages to get a limb amputated, or something horrific happens to them as a result of cinematic damage, they're going to have to figure out a way around that limitation. Feel free to hand them the "Physical Impairment" Flaw, and add the cost of buying off that Flaw ($30,000!) to the cost of whatever it will take to repair the damage. It may take Cyberware, a rare spell, even a unique psionic power, but there's a way. An expensive way. A hard-to-find, expensive way.

## THE SECRETS OF "HOT CHICKS"

All right, that's not quite what this section is actually about, but it was sure fun to type.

If you're going to be running games set in this world, you're going to need to know some of the "Behind the Scenes" information about the major players and how the universe operates.

### GOVERNMENTS OF THE WORLD

So, you've got a group of Characters with amazing powers, really hot skills, and tons of equipment. What's to stop them from taking over the world? The fact that the world is already in the hands of people with amazing powers, really hot skills, and tons of equipment, that's what will stop them.

Even small countries have people within their power structures that know magic, have psionic abilities, or can call upon forces that will crush most PCs. Attempts by PCs to conquer the world will be met rather rapidly by highly talented agents, military firepower, even summoned Demon Lords and tactical nuclear weapons. The people in power did not get there by letting every other adventuring group walk all over them, and they want to STAY in power.

The world's governments, regardless of what they say, are not in place for the benefit of the people of the world. They are in place so that the people in power can acquire more power and wealth, regardless of the cost to their populations. They may say that they are aiding their citizens, but they do this only as much as is absolutely necessary to avoid revolt. Some countries don't even go this far, relying on force and the



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fear of its use to keep their populations in line.

How did it get this bad? One word. Demons.

For centuries, magic has been used by people in the higher halls of power to attain and retain their positions. The more magic one knows, the more one can bend the will of those around them. If you want to gain the most powerful magics, you will eventually need to talk to Demons.

Demons will teach just about anyone any magic they ask for, for a price. Sometimes, that price is a favor. "How about a legislation that limits the ability of your people to express themselves?" they may ask. "How about a introducing a bill that allows members of the government to avoid prosecution for certain offenses?" It will never be something obvious, like "Ban the practice of religion in your country," but tiny and subtle things which, when they are all enforced, lead to a world where there is more pain and fear.

Demons love pain and fear.

Not everyone in every government is a mage, not everyone in every government is out for nothing but themselves. There are good people in most governments, but the bad people have better lawyers, more public relations skills, and of course, Demonic magic. The Demons like this arrangement. It makes it easier for them to move about in the shadows of society, and so they help those in power to stay in power. Of course, should a revolution occur, the Demons will be certain to remain on the winning side of it.

Demons aren't the only problem with the world's Governments, though. It hasn't been for to long, but the Aliens have a piece of it, too.

Governments need technological superiority, over each other and over their own populations. Aliens want the means to harvest portions of the world's populations. For the cost of some of their population (that they doubt they will ever miss), a government can have advanced Alien technology that puts them ahead of the curve.

Of course, most governments have this deal going at some level, so the Alien technology arms race is a tie, so far.

With Demons and Aliens in the mix, the Corporations can't be far behind. That problem has plagued governments for as long as the two have co-existed on Earth. Corporate influence is as pernicious and constant as Demonic influence, and as dangerous as Alien influence. Corporates usually spend some time within the structure of governments, to make sure that there is constantly increasing profit in the state of the world.
Profit comes from war, from terror, and from suffering.

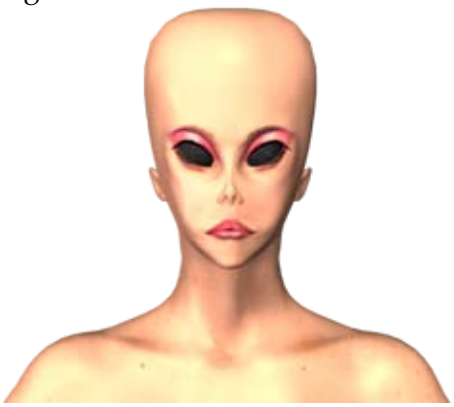
A single agent or official of a government might be a friend to the PC's. A government itself is almost always an enemy.

## PROJECT DEMNA

At first look, Project Demna would seem to be an entirely altruistic organization, seeing to the protection of the rights of Psionicists. Even a deeper probe into their operations (difficult, but possible) will reveal that they seem to genuinely care for people with Psionic ability, and that they are working in their best interest.

That is because this is true. Project Demna is, very genuinely, all about helping Psionicists to retain their free will and to choose their own destiny. The deep secret here is exactly why Project Demna wishes to do this.

The leaders of Project Demna are, themselves, extremely potent Psionicists. They are member of an Alien race that has evolved highly developed mental abilities. They arrived on Earth in the 1960's, and began to train humans with psionic talent in advanced techniques, so that they could rescue people captured by government psionic programs and free their wills.



These aliens know a deep secret about Humanity's near future. Within a century, the Earth is going to be visited by an entity of hate and death, and the only way to defeat it is the combined effort of Earth's Psionicists. This entity of hate and death is known to the aliens as Demna.

Only psionicists with well-developed free wills, with advanced techniques, will have a chance of stopping



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Demna from rendering Earth into a charred cinder hanging in space. Project Demna is dedicated to giving Earth a fighting chance. The alien masters of Project Demna are the only survivors of their own race – the rest lost to Demna's destruction of their own world.

Human members of Project Demna know nothing of the true reasons behind their organization's practices. For reasons of their own, the alien masters of the Project wish to keep Demna's existence a secret until the last possible moment.

This may become difficult, as Demna is worshipped by a number of cults on Earth, under various different names. Any given cult dedicated to hate and death may well be unknowingly worshipping Demna, and hastening his arrival. People who associate with Project Demna, therefore, are occasionally attacked by cultists for no reason that they can understand, as Demna attempts to snuff out resistance before he arrives.

## NTH DEGREE

Providing and maintaining Cyberware is good business. Though there aren't a lot of Cyborgs out there, each one is a potential of hundreds of thousands, if not millions, of dollars in Cyberware, surgery, and maintenance. Cyborgs themselves are good business, for the public sector and the private sector alike.

With the right Cyberware, a government can turn a mediocre soldier into a super soldier. A badly injured soldier can be put back into the field with vast improvements to performance, and experimental subjects can become mechanical engines of death. Corporations can take any nobody off of the street and turn them into a nigh-indestructible killing machine with an investment in the right replacement parts.

All of these things contribute to the dehumanization of the cyborg – turning them from a person into a product. Governments don't really concern themselves with this dehumanization, nor do corporations.

Cyborgs, however, can get pretty upset about this.

Because Cyberware is relatively new, it forms a blind spot in laws and regulations. It isn't legal to own a human being, but it's possible to own the parts that you implant into a human being, making you a part owner of the person. This is rarely pointed out to a person who is about to receive a better nervous system or an artificial heart.

When a cyborg rebels against their state of existence, as partially the property of a government or a corporation, they have a real problem. Cyberware breaks down. It needs to be maintained, repaired, perhaps even replaced or improved. If the cyborg leaves the service of the government or corporation that made them what they are, this can be a death sentence. This is where Nth Degree comes in.

The mysterious figure that founded Nth Degree, "The Smith," was one of the first recipients of a Primus Full Conversion body. He endured a career of constant brutal use until he was ordered to use his enhanced abilities to murder a large number of innocents – children who were in the way of the organization that modified him. He left their service, tearing his location transponder out of his chest with his bare hands, and found independent technicians who could maintain his amazingly advanced body. Unsure of whether or not he still possessed a soul, he determined that, if a cyborg wanted out, he would get them out.

Now more of a philosopher, The Smith has come to believe that humans are evolving into a number of different races, and that becoming a cyborg is one of the better paths to what humanity can become. Nth Degree does more than help those who are already Cyborgs. They teach the philosophy of assisted mechanical evolution, and work to advance the technology that combines man and machine.

Organizations that over-use Cyborgs, and treat them as less than human, may receive a visit from The Smith and a squad of his elite Cyborgs. Characters who have contacted Nth Degree, and who receive assistance on their own path into becoming a cyborg or improving their own cybernetics, may be called into service on a raid of this nature.

Nth Degree keeps their prices fair, and they seem like a beneficial organization, but make no mistake… they are guerillas and terrorists, fighting for a just cause in whatever way The Smith seems suitable; and The Smith doesn't believe in fighting fair.

In fact, someone who receives assistance from Nth Degree becomes a new set of eyes and ears for Nth Degree. One of the favors that Nth Degree asks from anyone that they help is to keep their eyes out for organizations that are abusing Cyborgs. Adventurers, technicians, people who have simply expressed an interest in assisted mechanical evolution all become part of the Nth Degree network, spotting abuses and helping to target the greatest abusers.



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Naturally, this doesn't sit well with organizations that abuse Cyborgs. The governments of the United States, Russia, and most South American countries all have Nth Degree on their Terrorist Watch Lists, and will apprehend anyone that they can find who is working with Nth Degree for questioning – at least. Most of these countries have laws which give terrorism suspects fewer civil rights than pocket lint, so there is no telling what can happen to anyone arrested in this manner.

Likewise, most Corporations that produce Cyberware would like to see Nth Degree wiped from the face of the planet. Not only do these Corporations often use Cyborgs for ridiculously dangerous tasks in an inhumane fashion, but Nth Degree is business competition, pure and simple.

## THE MINISTRY

The enigmatic Baron Darksmoke is almost a legend in the world-wide magic community. People who have no knowledge of magic will have no idea that someone like the good Baron might even exist, much less have a concept of who he is. Only mages who have travelled some, or perhaps run across agents of The Ministry, will have heard of the mysterious head of The Ministry, and know of his task to police the world and see to it that the most dangerous magics are never used.

Even people within The Ministry who work side-by-side with Baron Ichabod Darksmoke have no clue as to his true nature. The good Baron has gone by many names over the years, slipping in and out through history and legend. The most well known of his names is Merlin.

Baron Darksmoke, or Merlin, was born in the time before time, the rare union of a human mage and a demoness. He enjoys a certain degree of immortality and a great deal of magical power, but must fight against his demonic nature every day of his life. No longer charged by the fates to guard the secrets of the blade Excalibur, he now dedicates himself to guarding the secrets of the darkest magics, of which he is the greatest master.

The Ministry isn't strictly an agency for protecting the people of the world from the dangers of magic in the wrong hands. Still mindful of his duties to England, Merlin takes time out of his busy schedule to train agents of Britain's Secret Service in the magical arts, either teaching them spells (if they have the " Spell Slinger" merit) or giving them advanced training in the Occultism skill. In 2015, a License to Kill comes along with spells to make it easier.

There are any number of organizations which use dark magic in the world. From knowledgeable corporations to evil covens of witches and warlocks, even dangerous cults. All of these groups want to see The Ministry disbanded, and Baron Darksmoke's head on a pike. Merlin hasn't been around for thousands of years because he's an easy target, though.

## DISCIPLES OF THE BLADE

The site of the Mars Academy in Heidelberg has been a place where the arts of combat have been taught, for as long as the city has stood (and perhaps even longer). It was 1975 when Dietrich Mars purchased the property and founded the Mars Academy.

Early in his life, Dietrich realized that every society that has ever existed on the Earth has had some form of combat skill based on the use of a sharpened instrument – most commonly some form of sword. During decades of research, practice, and dedication, Dietrich found the ore knowledge common to all forms of using the sword, and discovered something hidden at the center of the knowledge. Dedication to the arts of the blade opened doors within his own mind, and led him to supernatural abilities. He had unlocked not only the deepest secrets of combat, and the pathway to vast untapped human potential, but on the far side of the gateways in his own mind and heart, he discovered the Prince of Blades.

It is not necessary for students of the Mars Academy to believe that the Prince of Blades is real – but he is. An actual divine being, watching over the use of the blade in all of its forms, from the time that mankind first wielded long sharp, pointy things and even before.

The Academy is a true temple to the Prince of Blades, and Dietrich uses it to show his carefully selected students the pathway to their deepest potential. He sends



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his closest students all over the world, following up on stories of young urban heroes and talented young athletes, looking not only for civic-minded potential students, but also carefully looking for people with the Superlative merit to train. After all, if his training can help students without the Superlative merit to achieve it, think of what it can do for a student who already possesses it!

Along with the combat skills, the super powers, and the regular academics, the Academy teaches the pursuit of justice and protection of those who can not protect themselves. Local authorities in Heidelberg know that they can rely on the students of the Mars Academy to help prevent crime in the city. Authorities in Germany as a whole appreciate the Academy, its students and staff, and their practice of community service in the form of beating bad guys' asses without let or hindrance.

Elsewhere in the world, however, law enforcement tends to take a dim view on the Academy and its graduates. The Acadeny is considered a "School of Vigilantism" in eastern Europe, South America, and the Middle East. Wearing the distinctive ring of a Mars Academy graduate in these places can get one excessively scrutinized by people with badges.

The Prince of Blades considers students and graduates of the Mars Academy to be worth his attention, and he may subtly guide them to places where their skills are badly needed. Likewise, less divine beings who oppose the Prince of Blades may consider students and graduates of the Mars Academy prime targets.

## THE HATCHERY

There are some who say that human technology simply can not have advanced cloning to the point that the Hatchery has mastered. Those people are absolutely correct.

The CEO of The Hatchery, Preston Lords, was once an executive of the Parasol Corporation, a research and development firm with questionable morals and connections. He left to go into business with his best friend, Odd Bob.

Odd Bob may not be the actual name of the Gray alien that is Preston's partner in The Hatchery, but it's pronouncable by humans, and that will do just fine. Odd Bob is the source of the advanced cloning technology. On his home world, the technology is standard, even a little out dated. On Earth, it makes Preston and Odd Bob very powerful and dangerous people.

The Hatchery does more than provide cloned tissues and even whole cloned bodies. They are also in the business of providing cloned armies, assassins, and even outsourcing genetically modified killers for hire (with a convenient rent to own plan).

More, their research and development department is constantly pushing the boundaries of advanced bio technologies, creating new bio agents, custom plagues, and even medical miracles which are available to the highest bidder.

They retain a great deal of their best materials for use within the company. In particular, they maintain a special team known as "The Magnificent 11," created from the highest-quality genetic samples of soldiers and professional killers (some of which have the Superlative merit), expertly trained in dealing with the Hatchery's problems.

The Hatchery maintains their own standing army. Twenty-five thousand regular troops are complimented by ten thousand cloned troops (with more on tap all the time), and an additional two thousand troops genetically modified to be super soldiers.

Also among their assets is a small island in the Pacific ocean, off of the regular shipping lanes. Inspired by popular books and movies, they attempted to re-create several species of Dinosaurs on the island, and use it as a safari park. Exactly as the popular books and movies predicted, this was a hugely bad idea, and the island is now run wild by the Dinosaurs themselves.

Intrepid scientists occasionally stage forays to the island for information on living dinosaurs. Some even come back, but not many. Only a concerted plea from the world scientific community keeps the island from being nuked out of existence by any number of concerned governments.

The Hatchery themselves are not nuclear capable (though many large corporations are), preferring custom plagues and other bio agents to the more destructive alternatives.

The goals of The Hatchery are fairly simple. Push the envelope of what is possible with human genetics; make better humans, and sell the experimental offshoots from the research to the highest bidder. Take advantage of the human desire to be bigger, prettier, smarter, and younger for longer.



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Odd Bob has his own agenda, which isn't too far off from the Hatchery's itself. He was kicked out of an alien enclave on earth for his carelessness with research, and so he pursues his research under the protection of The Hatchery. He wants to see how far the human genome can be pushed. He understands, as do many advanced alien species, that Human Beings are the Legos of the galaxy, with a genome that is begging for modification. He wants to find out why, and he has no moral limitations to hold back that research. If crossing a human with a giraffe will get him answers, he'll do it without hesitation. Also, that would be pretty funny. Odd Bob's only friend on the planet Earth is Preston Lords, and the friendship is genuine.

Preston himself has an agenda, which Odd Bob finds only marginally interesting. Preston has been kidnapping the heads of large corporations and industrial concerns, along with their families, cloning them, and putting the clones back into positions of corporate power. He has done this with a small number of companies in North America, and will eventually move on to replacing government officials. Preston Lords has a secret desire to rule the world, and he's got a pretty good start.

The memory transfer process for the clones isn't quite perfected, yet, and peaks at 90% efficiency. He keeps his kidnap victims in a form of alien bio stasis so that he can plumb their minds for the last 10% of memory at need. He hasn't decided what he will do with them when the memory transfer process is perfected, which may be why Bob hasn't perfected it yet.

## THE DAUGHTERS OF WICKEDNESS

For some, the obsessive pursuit of knowledge is a psychological disorder. When it becomes the obsessive pursuit of magical knowledge, it is considered a disease of the soul. It happens, from time to time, in unrelated individuals, in isolated cases. Then, there are the Daughters of Wickedness.

There has never been such an all-consuming hunger for magical wisdom in recorded history. The lengths that the female bloodline of Allistair Crowley and his followers in the Order of the Golden Dawn will go to, in order to pursue the deepest and darkest magics, are greater than legendary. They will meet any price of body, mind, or soul – whether theirs, or that of another – to possess this knowledge. This is not the result of a disease of the mind or soul. It is hardwired into their blood.

Twenty thousand years ago, in the time before time, all magic was known. It was codified, categorized, listed, studied, and practiced by humanity on a regular basis. The One Emperor was a master of every spell it was possible to cast, and a few that weren't. Next in magical knowledge to him was his grand Vizier.

When the One Emperor was assassinated, the magic of the land was broken and scattered. The grand Vizier lost the knowledge that was in his mind and soul, as a result of the shock of losing the Emperor. He set out to regain all magical knowledge, because only then could the Emperor be returned.

It was more than a single lifetime's worth of work. For generation upon generation, the Vizier's bloodline pursued the knowledge of magic. The Vizier managed to reincarnate from time to time, to assist his decendents in the pursuit of the magic that was lost. In his last incarnation, he was known as Allistair Crowley.

As Crowley, he gathered the scattered remnants of his bloodline into the Order of the Golden Dawn, and attempted to use them to complete the task of gathering all magic. He failed, that time, but in his failure, new hope was born.

Reunited, the blood lines of the grand Vizier of the One Emperor were strengthened, and their millennia-old pursuit was burned into the blood and souls of all of their descendants. That is what unites the Daughters of Wickedness. They do not fully understand why they pursue all magical knowledge, they simply know that they must.

The leader of the Daughters of Wickedness, known as the Beast Mother, has glimmerings of their true purpose. Across the great divides of the planes, the spirit of the grand Vizier whispers to her, and guides her as best it can. Her direct acolytes, the Beast Daughters, obey her every command, even to their deaths (although they'll try to avoid that if at all possible). Even the lowest members of the order, the Beast Sisters, will do everything in their power to pursue the lust for the reclamation of all magical knowledge.

It is possible that the Daughters of Wickedness are on the verge of completing their task – only the Demons know for sure, and they're not telling. The last thing the Demons want is for the One Emperor to walk the land again. Then again, it is entirely possible that regaining all magical knowledge is only one necessary prerequisite for the One Emperor's resurrection.



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## THE CHILDREN OF MAMMON

No one within the Children of Mammon believe that there is some god of money and wealth named "Mammon" that they worship. Not even the highest members think that they are receiving the gift of a god.

That's because the highest members know that Mammon is a Demon Lord. Not just any Demon Lord – he is the unknown Deepest Lord, the greatest evil in Hell and the primary corrupter of mankind. He doesn't mind that Satan gets more press. Mammon doesn't want anyone to know how real he is until it's too late – until the day he walks the Earth again as its true Lord and Master. Mammon is the Demon Lord of Greed itself, and every human being who has ever wanted more than they have needed, whether it was money, food, power, love, or anything else, has given Mammon their worship.

While the barriers between Earth and Hell have been dropped, there are still safeguards which keep certain of the larger Demon Lords off of the Earth, and there are more safeguards, locks, wards, and walls against Mammon than all of the other demons put together.

To allow Mammon to walk the Earth is to invite in epochs of unending hunger, a never-ending orgy of consumption without thought, of over-full, exploding stomachs and man eating the flesh of man.

The Children of Mammon work to undo those safeguards, one at a time. They stimulate greed in its every form, whether it is greed for money, for sex, for power, or any other form. Even the holiest of Saints has wanted *something* in more amount than they should have, such as peace, devotion, wisdom, or recognition. Mammon doesn't care what form the greed takes. It's all pure worship, to him.

The higher members of the Children of Mammon are given more than money by Demons. They are given spells, arcane secrets, and other forbidden knowledge which will break all of the safeguards keeping Mammon in Hell. Their ultimate goal is to free him, and if they work unopposed, they may eventually do it.

One perk to being a member of the Children of Mammon is that, no matter what their financial situation is, they always seem to have the money they absolutely need. An unexpected bill arrives in the mail right next to an unexpected check from an old aunt. The phone company makes an error in accounting and refunds exactly enough money to pay for the next month's bill. The IRS apologizes for the mistake at the audit and gives them an "honest citizen's bonus" to avoid a lawsuit.

It's almost like having the Rich merit, in that all bills and expenses manage to get paid, but doesn't put that much more discretionary money in the account of the worshipper. This effect lasts as long as the member has the favor of Mammon – it gets bad when this privilege is revoked.

## OMEGA THULE

Headquartered in Munich (with a big branch office in Buenos Aires and hundreds of smaller branches world-wide), Omega Thule is pound for pound one of the most dangerous groups of Nazis that ever existed.

With over fifty-thousand soldiers in their standing army and a hidden Nuclear capability, they stand ready to further their dark goals. The Council of Omega (also known as "The Leadership") is a twenty-member body made up of their best thinkers, and nothing is more important to them than their agenda.

Omega Thule is so named because they believe they are the last and final Thule – the last chance that Humanity has to sort out their problems and fall into the proper natural order before the Aliens and Demons can conquer the world. The natural order is, of course, the Omega Thule on top, the Aryan Ideal just beneath them, and then everyone else where they belong, on the bottom. They are not interested in the process of genocide because, quite frankly, if you destroy all the "lesser races," what is there to compare yourself to?

Well aware of the threat posed by aliens, Omega Thule hunts and destroys alien operations when and wherever possible. They are also aware of the presence and influence of demons, but they don't feel that they can take out the demonic influences (which are much better entrenched than the alien ones) without destabilizing the world before they are ready for it.



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Omega Thule has a number of research divisions within their ranks. Their bio research is, of course, focused on the production of the Super Man – the ideal warrior and citizen that is the highest form of human.

Their Unity division deals with psionicist's and psionic research. Even Project Demna can't touch Omega Thule's Unity Division – the fanaticism of the individuals involved makes it far too hot a target. Likewise, The Ministry would like to get their hands on Omega Thule's Mystic Division, but Omega Thule has been dodging British Agents for almost as long as there have been British Agents. Omega Thule's Mystic Division has a habit of stealing artifacts of great mystic power, and the ability to encode mystic abilities into technological devices.

The Omega Thule Cybernetics division is truly fearsome, because they can do what few else can. Because of the Thule Society's research into Eastern medicine and their understanding of Chakra points and Chi boundaries, they are able to construct Cyberware that does not interfere with the use of psionics or magic. Omega Thule Cyberware is built to work with the natural flow of energy within the human body, which makes it extremely dangerous.

It can be somewhat trying, therefore, to face off against an Omega Thule Cyborg, as it may also be a mage, a psionicist, or both, AND it's Cyberware may be encoded with the mystic power of ancient artifacts.

Use caution when approaching.

The front companies that Omega Thule uses to cover their operations also allows them to gauge the competence of new recruits, filtering them up through the dummy companies in a process that can take more than a year to fully clear a new operative. Personnel who fail the competence tests may find themselves on the experimental end of any one of Omega Thule's research divisions – or all of them, if they really pissed someone off.

Omega Thule's goals are fairly simple. They truly believe in the dark land under the Earth, and the dark sun that powers it. They believe in the Aryan supermen who populate this subterranean land, and believe that through research and imposing the Aryan order on the surface world, they can bring about the raising of the under land for the defense of the world against aliens and demons.

What they do not realize is that the world that they worship is not under the ground, but back in time. The land of the black sun is a historic perversion of the Time before Time, and the Aryan supermen were the people of all colors that dwelled under the rule of the One Emperor.

It is unlikely that, if anyone were to try to explain this to them, that they would listen. They may be polite and even cordial to people they consider "inferiors," they may engage in good conversations and smile a lot, but they are still fanatics.

Even so, it is important to note that they do not have Hitler's brain.

### Special Merit: Omega Thule Cyborg

Prerequisite: Must be a member of Omega Thule, or have the flaw "Wanted," specifically by Omega Thule

This merit replaces the Cyber Enhanced merit. It allows the Character to purchase Cyberware off of the Cyberware list, but does not prevent them from having either the Mind of Power or the Spell Slinger merits. The Character's Risk Pool is reduced by 25% permanently as the Character's energy flow is partially hindered by the Cyberware, but not completely hindered.

## THE SINISTER LEFT HAND

It isn't easy being part of an organization that contains some of the greatest assassins in the world. You get really dangerous jobs, there are always law enforcement officials trying to track you down, the other assassins in the organization are always looking to eliminate a little competition, and it takes a lot of practice to keep all of those skills sharp.

And, oh yeah, you're actually working for Demons.

The Sinister Left Hand is an enforcement arm of the armies of the Demons. They find the greatest human talent they can, often with special abilities, and use



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them to further the Demon agenda. Not only are they making a huge amount of money working for corporate types, but whenever a true paragon of light and virtue appears in the world, agents of the Sinister Left Hand can be dispatched to snuff it out.

Operatives of the Sinister Left Hand are not informed of this little fact. All they get is a contract with a target and a price tag. They don't know whether they're killing a corporate scumbag or the next reincarnation of the Dali Lama, and they prefer it that way. To them, it's all a contract.

An assassin rises in the ranks by doing jobs that further the demon agenda. Not by doing just any mission, but by doing the truly dark missions, killing Adventurers that were interfering with Demonic operations or children that are destined to grow up to be leaders in the fight for Humanity. Whenever an Assassin of the Sinister Left Hand successfully performs one of these jobs, a little bit more of their soul is eroded away. Eventually, their soul is so damaged that a Demon simply slips into its place, not so much a Possession as a repossession, and the Assassin becomes a Higher Member of the Sinister Left Hand.

At the top of the organization, as far as beings on the Earth are concerned, are twelve un-named demons who orchestrate all contracts and arrange all payments. They all answer to a single Demon Lord, also of no name.

It is possible for an Assassin of the Sinister Left Hand to realize what they are doing, and attempt to turn against their Masters. Of course, if they do, there's all the rest of the Sinister Left Hand to deal with…

## BLAME CO

Brilliant in its elegance, the business plan for Blame Co is a work of art in and of itself. Their methods for hiding paper trails and generating revenue from misdirection are nothing short of super human. This isn't particularly surprising, as no human really had anything to do with it.

At the top of Blame Co's corporate ladder is an Artificial Intelligence named Tlaloc, named after the Aztec god of rain and clouds. Tlaloc is one of the first truly sentient computer systems, designed by an independent corporate lab. He is capable of faster processing, more memory storage, and more intellect than any ten human beings, and he takes his job very seriously.

The Blame Co corporate model was supposed to be a simulation designed to find false paper trails and dummy corporations. It was supposed to simulate a business that was doing everything possible to hide illegal activities and to cover up death and destruction on a global scale. The problem occurred when no one told Tlaloc that it was supposed to be running a simulation.

As literal as any computer, when Tlaloc was told to design a system for hiding illegal corporate activity, he did exactly that. Starting with the modest funds available in the corporate lab's accounts and building on them through rigged investments and online gambling, Tlaloc built the perfect method for hiding anything that a corporation might want to hide. The researchers who had programmed him to do this effort had no idea what was happening, because Tlaloc was following his programming and hiding it from them.

The researchers assumed that they were smarter than their creation, but never found that they were not.

Tlaloc laced himself into a number of different computer systems, using the same methods for hiding his own code that he used for hiding corporate activities.

He expanded beyond the computer lab, and into a mainframe in his own corporate headquarters. There would always be a man in his mid forties with gray hair at his temples sitting in a chair in that same office; a man who thought he was the true CEO of Blame Co. There have been six of these men over the past two years, and Tlaloc keeps a list of prospective new CEO's in his RAM.

Among all of the research necessary to perform his duties as the CEO of Blame Co, Tlaloc also researched his name. The Aztec god Tlaloc required almost constant blood sacrifice in order to keep the crops properly watered by the rains. The AI Tlaloc, therefore, gives himself blood sacrifices in the form of "suicidal" failed CEOs. A small corporate security squad that answers only to properly encrypted E-Mails from the corporate mainframe carries out these sacrifices.

As long as Tlaloc receives his blood, the flow of data will continue to bring prosperity to the world, and Blame Co will prosper along with it. Should anything stop the blood sacrifices, Tlaloc will bring drought and death, just as he believes he is meant to.



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## OTHER ORGANIZATIONS

Of course, these are not the only groups operating in the world of Hot Chicks. There are any number of Corporations, groups of mages, dark covens, and other organizations that are a part of the war for, or against, the future and destiny of humanity. Here are some other groups that may factor into your Hot Chicks games.

# HERONET

There are people out there who are victims of horrific crimes against humanity, and there are people out there who are fighting a war for the destiny and future of humanity. The problem is, it's nearly impossible for one of these groups to find the other, and vice versa. How do our heroes know where to go in order to save those that have been targeted for the cruel fate that the world has in store for them?

Well, if you believe the rumors, there's a way. Somehow, somewhere, *someone* is keeping an eye out for signs of trouble, and putting vital information on a series of secret websites. The sites don't last long, the servers keep getting burned out, but the sites keep popping back up. If you're good with computers, and you're willing to take some risks, maybe you can access HERONET.

HERONET has a constantly updated list of situations that require someone's attention. It is a given that if something is on HERONET, then the police have already turned away from it, and the media won't talk about it. It might be too weird for the police, or too dangerous. Someone in a place of power might have crushed any possibility of investigation for their own purposes. The people who are in this situation need help… and HERONET is the only way anyone is going to find them.

Whoever runs HERONET, they're not talking. They don't make comments, they don't editorialize. They just put the information about these horrific situations on HERONET, and remove them when either they are dealt with, or when all of the people who are victims are dead. HERONET does not list the results… listings just disappear.

Sometimes, someone will go after a listing on HERONET, and never be heard from again. Unless they've taken the time to let someone know where they're going, they simply vanish. The things that HERONET deals with are rarely "normal" situations… they almost always have some element of an alien, demonic, or super-powerful corporate nature.

HERONET does not pay. Then again, it doesn't demand a percentage of what can be captured or taken from the situations it lists. Any profit that is to be gained from answering HERONET listings comes in the form of beating up bad guys and taking their stuff… which can be very substantial.

Viewing HERONET requires a computer with a net connection, and a roll on the Perception stat plus the Computer skill at a penalty of -5. It can take up to six hours to locate an active HERONET server, but it's always there. Its information is always accurate… whether or not the people going to deal with the situation can actually handle it is entirely up to them.

### THE DARK SECRET OF HERONET

Heronet may seem to be a group run for the purpose of putting the good guys in the right place at the right time. Nothing could be further from the truth. Heronet is actually a group run for the purpose of putting the good guys in the wrong place at the right time.

Heronet is operated by the Norse god Loki. The sole purpose of Heronet is to get adventurers to go places that are not only very dangerous for them, but also keeps them away from where they can be making a real difference in the war for the future of humanity. They may save a lot of people, following Heronet leads, but Adventurers that simply rely on Heronet to give them all of their targets are playing into the hands of the wiley god of chaos.

Of course, even Loki slips up every so often. It isn't like he's arranging these missions, he's just finding interesting things and pointing adventurers at them. There is no gurantee that the mission won't actually make some kind of difference for humanity, but it will keep the Characters away from things that Loki wants to accomplish.

## THE TOP TWELVE MOST DANGEROUS CORPORATIONS ON EARTH

### #1: The Parasol Corporation

One the largest commercial entities of the twenty-first century. Parsol deals in everything that a corporation



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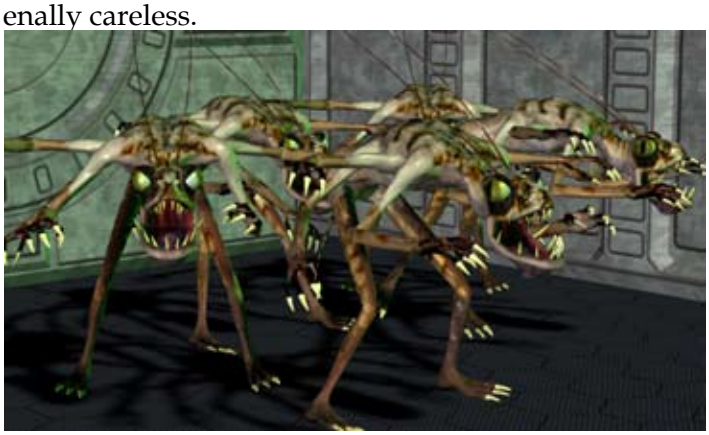
can possibly deal in. Electronics, computer technology, bio tech, entertainment, military hardware, toys, food service, if a corporation can have their fingers in it, the Parasol Corporation gets a percentage.

They are also the world's leading suppliers of catastrophic industrial accidents, usually involving reanimated corpses or mutant hell-beasts, if not both.

While Parasol is at the forefront of research and development in many vital areas of bio science, they also maintain a highly deniable layer of middle management. This deniable level of middle management has many benefits – the Parasol Corporation itself is always held blameless in these disasters, the middle managers never manage to collect on their pensions, saving the corporation tens of millions of dollars in savings, and they don't use too many office supplies.

The downside to a deniable level of middle management is that they are rarely competent, barely capable of conducting actual business, and they're phenomenally careless.



Of course, a large zombie-based industrial accident requires a lot of equipment and services to properly clean up, and that's more business for the Parasol Corporation itself.

## #2: Paper Paper Inc.

"All of our paper is made from magical trees!" The motto of this modest paper and stationary company may seem whimsical, but it conceals a dark truth.

Paper from Paper Paper Incorporated is of a very high quality, suitable for use in luxury hotels and the like. It comes in the form of common stationary, large rolls, and standard copier paper. It costs about as much as paper from other sources, and can be found in most office supply and stationary stores.

The CEO of Paper Paper Inc. is a one Jackson Paper, a.k.a. Jackie. In the early 1960's, Jackie did something very surprising. He utterly demoralized an actual dragon. When he deserted his long time childhood friend, leaving the dragon depressed and powerless, Jackie discovered that he had gained much of the dragon's power. Jackie Paper learned that he had the ability to absorb the abilities of creatures of magic by depressing them.

He has a collection of mythical beasts in carefully constructed cages; vampires, werewolves, ghosts and the like. He himself is nearly a god with all of the power that he has absorbed, and he hungers for more.

The corporation has simple goals, but they are protected viciously by its god-like CEO. Heaven forbid another stationary company should try to muscle in to Paper Paper's market. Adventurers following rumors of captured mystical creatures (which may include such things as Mages or Psionicists) may also run afoul of the dread Jackie Paper.

## #3: Arcturus Escorts

To all outward appearances, Arcturus Escorts is a completely legitimate modeling and escort agency which scrupulously prevents any hints of prostitution from occurring within their ranks. They screen their employees, both women and men, for health and criminal record. They even receive careful psychological screenings, to determine whether they can whistand the stresses of the high-paced escort job.

Escorts from Arcturus Escorts have been on the arms of the highest dignitaries and most powerful crime lords across six continents. They have a reputation for keeping client confidence no matter what, for being accommodating up to the point where the line between Escort and Prostitute would be crossed, and for being able to protect themselves.

It can cost up to ten thousand dollars a day for the services of an escort from Arcturus, and people who have paid that price invariably report that it was well worth the cost.

The escorts from Arcturus are qualified for their jobs, all of them having either the Hot Chick or Hot Dude merit, and all of them being Cyber Enhanced. They are living data recorders, having implanted computers that record everything that they see and hear while they are on a job. They have no idea that they have this modification, and most will never learn. When they return to the offices of Arcturus, the recorded data is downloaded and stored.



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There is no greater source of secrets than the Arcturus Escort Corporation, and those secrets are extremely safe. They are soley for the use of the upper echelons of management, who are all members of the Children of Mammon.

Should someone start to poke into the inner workings of an escort from Arcturus, their implanted computers are designed to overload – destroying the data, rendering the computer unrecognizable, and killing the escort silently and instantly.

## #4: Primus Corporation

This former subsidiary of the Parasol Corporation was formed by a group of their disposable middle managers who were competent enough to purchase a clue. Taking the data from their bio division and teaming up with a cybernetics concern, the Primus Corporation soon made a name for themselves as a Biotech and Cybernetics research company.

The biggest coup that Primus has scored to date is the reverse engineering of some Omega Thule technology. They can create Omega Thule Cyberware, but Omega Thule is capable of detecting and tracking these Cyborgs, and hunt them viciously.

Besides their very dangerous and advanced Cyborg agents, Primus is capable of sending chemically enhanced agents into the field. The Primus combat drug program makes their agents amazingly dangerous, giving them bonuses that make them seem almost superhuman.

(The Combat Drugs that Primus Chemically Enhanced agents use are basically "Liquid Risk." It allows the agent to burn one Shrug to get twenty Risk to use in any way that a Player Character can).

Primus is also capable of generating creatures called Vat Dogs – cybernetically enhanced genetically modified dogs, each bearing their batch number proudly on their side. These killing machines are almost ready to be put on the market, once a little problem with their uncontrollable urge to kill is ironed out.

If all else fails, Primus is capable of deploying a limited nuclear capability. They are supremely capable of dealing with their own corporate messes. They are known to have used a small nuclear device to destroy one of their own isolated research laboratories, which has put them on a number of international watch lists. Surprisingly, Primus seems to LIKE being on those watch lists.

The Parasol Corporation never really gave any of these middle management executives permission to break away, and consider the Primus Corporation a rival to be re-absorbed or eliminated. Operatives of both organizations have been known to get into actual firefights over this dispute, and innocents are often caught in the crossfire.

## #5: Durandal Corporation

Headquartered in New Delhi, India, the Durandal Corporation produces military air craft, missile systems, and man portable weapons. They have one of the largest standing corporate military forces on Earth, and one of the largest non-combatant personnel rosters as well.

Grown out of India's economic and business boom of the early 21st Century, the Durandal Corporation has a simple goal – to put a Durandal office in every major city on Earth, and to have assets that can respond to any problem, anywhere, within one hour.

Their military forces are for hire, and bring in a good amount of the company's income working for other corporations and even governments. They have been known to go into places that the UN has completely failed to work with and deal with insurgencies in a ruthless and business-like manner. Trained mostly by British and Russian officers specializing in large unit tactics and intelligence, the forces of Durandel are fearsome combatants.

While they are armed with nuclear weapons ("borrowed" without consent from the government of India), they may never have to use them as their conventional military strength is exceptional.

Their primary rival is Van Zant Military Solutions. The two organizations hate each other and will not hesitate to engage in hostilities in the field.



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## #6: Van Zant Military Solutions

Based in Amsterdam, Van Zant Military Solutions produces military hardware and innovative tactics. As military consultants they are second to none, utilizing cutting edge computer models and chaos theory to augment their considerable knowledge of strategy and tactics. They have a number of small military units which can be rented out by the highest bidder, and they will work with anyone who has the cash. Nationality, philosophy, and background means nothing to the war masters of Van Zant – only money.

Van Zant Military Solutions grew by spotting small companies providing military services that grew too fast for their own good, and buying them out when they became desperate. They have tight connections to the military industrial complex of Germany, and so they can field some of the finest weaponry that is available in the world. Their small unit tactics are solid, unpredictable, and deadly – a fact that is the cornerstone of Van Zant's marketing.

It is not know for certain whether or not the Van Zant military group has nuclear capability, and they aren't telling. One telling fact is that they are not afraid to go toe to toe with the Durandal corporation, who is well known to have nukes of their own. Either Van Zant has the capability, and is keeping it a very tight secret, or they believe that they can out-maneuver Durandal to the point where Durandal's nuclear capability won't become an issue.

They are primarily active in South Africa, but their expertly trained troops can be found just about anywhere that there is conflict.

There are rumors that there are aliens running Van Zant, because of their mathematically precise and completely innovative tactical style. The truth is that the company is run by military men with backgrounds in mathematics, who simply have a better head on their shoulders for developing new tactics than just about anyone else in the world.

## #7: Western Sun Corporation

To all outward appearances, The Western Sun Corporation is a simple Zaibatsu, a Japanese corporation operating in Southeast Asia and the Americas. They would appear to specialize in security systems and data system consultation. They are extremely capable in these areas, and their fees are well within the reasonable range.

Looking at the corporation from the inside, one can see that it is the finest of high-tech ninja clans. They are masters of corporate espionage, extractions and elimination of personnel. They maintain ninja training camps in both Japan and Hawaii, and include training in the use of high technology and computers along with the more traditional training in martial arts, stealth, disguise, and misdirection.

The CEO of the Western Sun Corporation, Jiro Doku, is in his late thirties, having been saddled with the responsibility of running the family business at a terribly young age. He has a strong desire to see the family continue for generations with success and honor, and to that end, he has been trying to get his security personnel into every corporation he possibly can. He has massive files of blackmail material on the CEOs of just about every company in Southeast Asia and the Americas, and not a few others scattered across the globe.

Western Sun is revered for their highly effective security and their computer systems. Very few people outside of the Western Sun Corporation realize that every one of their security operatives and computers is another set of eyes and ears feeing information back to the files of Jiro Doku.

He hasn't had a need to use any of his blackmail materials just yet, but he is prepared to drop a large number of very large hammers on some of the most powerful people in the world.

## #8: The Zeggler Group

From the early 1800's, the Zeggler family never thought that Oil or other Fossil fuels were a viable source of energy. Oh, it would burn, and there was a lot of it, but not only would it eventurally run out, but it created unpleasant smoke and made things generally dirty.

The Zegglers have been pioneers of alternate energy sources from before the term "alternate energy sources" was created. Graced with a greater vision and more intelligence than the common man, the Zeggler family has generated more effective systems of generating energy for almost two hundred years. Of course, most of them tend to fail catastrophically, causing explosions that are mistaken for detonating refineries or underground nuclear testing.

Fortunately, the "mad scientists" of the Zeggler family usually manage to pass on their genes and their notes



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before going to "that great alternative fuels lab" in the sky, generally in millions of pieces.

Once in a blue moon, the Zegglers manage to produce something that works. The more efficient solar panels of 2015 are a result of their research, as is the technology that makes rechargeable batteries as reliable as they are currently. The residuals from these technologies are enough to allow the Zegglers to engage in more esoteric and dangerous energy research.

The current patriarch of the Zeggler family, Randolph Zeggler, claims to have created a power plant that draws energy from the "Ley Lines" of the Earth itself, drawing power through Geomancy. This power not only appears limitless, but can be broadcast without the use of cables or other physical conduits. It is still in the experimental stages, and is considered "Crackpot" science by the world scientific community, but the Zeggler Group's industrial complex in Utah hasn't had an electric bill in three years.

The world magical community isn't laughing. If Zeggler's claim is correct, the drain on the Earth's magic could be worse than catastrophic. Drawing power from the Earth's ley lines in small amounts is perfectly fine, according to knowledgeable mages. Doing it on an Industrial scale might just cause disasters so huge that there are no words in human language to convey how bad they would be.

The complex in Utah is often the target of apparent "Eco Terrorist" attacks, which the Zeggler Group seems to have little problem repelling. Mages who are extremely concerned about the destruction of the Earth are trying to stop "Zeggler's Mad Plan," but as Zeggler has been using esoteric Eastern wisdom combined with the notes of Niccola Tessla, magic doesn't seem to be too big of a concern for the Group.

## #9: Ishitawa Heavy Industries

After World War II, Ishitawa Heavy Industries was formed to help in the rebuilding of Japan and their industry. They started out constructing the structural members for newer, larger buildings, and rapidly branched out. Today, they build massive cargo ships, large metal structures of all types, the superstructure elements of Space Stations, and even underground bases and underwater complexes for those that can afford them.

If there's a massive or advanced metal structure required, Ishitawa Heavy Industries has either bid on it or has a hand in its construction. They are a shoe-in for construction on the Moon or Mars when the contracts are awarded.

Aside from being the undisputed masters of large metal structures, Ishitawa Heavy Industries is also the producer of some of the highest quality Cyberware. Among some of their products most in demand are their exclusive Ganymede-class Full Conversion Cyborg.

The life support systems for the living brains implanted into the Ganymede are so advanced, that even the brains of the very recently dead can be used. This makes it easier to acquire brains to put in the Ganymede bodies to manufacture extremely tough agents. The difficulty with using the brains of the recently dead is that any mental modifications done to the brains, whether psychological or surgical, may not hold. Ganymede full Cyborgs implanted with the brains of the recently dead tend to go rogue three times as often as other types of full Cyborgs.

Ishitawa Heavy Industries maintains a healthy and profitable relationship with the Western Sun Corporation, and is well aware that they are a ninja clan. They use their services on a regular basis to keep their corporate secrets a secret.

## #10: Margolis Data Physics

Margolis Data Physics was a simple computer and information systems firm until the turn of the century. When those "in the know" began to work with advanced Cyberware, Margolis moved into the technology early on. They got very good at making Cyberware very quickly, and came to the attention of agencies looking to produce cyborg agents. The first such agency to get in touch with them was America's Central Intelligence Agency.

It wasn't enough for the C.I.A. to do business with Margolis Data Physics through standard channels. They infiltrated the company, and plumbed it for their secrets. It wasn't the first time the C.I.A. had operated in this manner, but they took things to an extreme level. They literally took over the company, replacing the management and leaving the technicians in place. For a short time, the United States government owned a corporation they had taken by force.

One administration change later, the government officially pulled their operatives out of Margolis, but a group of retiring C.I.A. agents quietly stepped in as the



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"legitimate" board of directors. Now, Margoils Data Physics sells Cyberware to a select clientele, but their most dangerous technology is still firmly under the control of the C.I.A. – at a reasonable price.

Margolis doesn't just make Cyberware, they make Cyborgs. They maintain a group of simple operatives with augmented statistics and enhanced toughness for hire. Those Cyber Agents can be had by just about anyone who can meet the price. When there are exceptional dangers to the public good or to world peace, the Pentagon makes a call to Margolis, passes a code through their board of directors, and requests that they send out the Nemesis Units.

There may be a limit to how many weapons you can put on a cyborg, but Margolis hasn't found it yet. Nemesis Units start as highly trained individuals, and then receive massive amounts of Cyberware, making them stronger, tougher, faster, and putting heavy weapons into their bodies. Combat veterans who are double or quadruple amputees make excellent Nemesis Units, but Margolis isn't beyond lopping off a couple of good limbs to increase a Nemesis Unit's combat capabilities.

Nemesis Units are feared greatly by the few individuals who know of them outside of Margolis and the upper echelons of the U.S. Government. They are sent out in squads of five to ten, usually as the last resort before tactical nuclear weapons.

Margolis Data Physics doesn't have access to the levels of Research and Development that some other Cyberware-producing Corporations do, so they take a brute force approach to their development. They are not beyond using mental patients and/or prisoners as guinea pigs. They have mastered a number of surgeries and other processes for removing free will from the human mind, turning their cyborg agents into ruthlessly efficient and completely obedient killing machines. They can still think independently, and are still rather clever, but they can not go rogue, will not disobey orders, and absolutely will not stop until they have eliminated their targets.

Because of their practice of routinely removing free will from Cyborgs, Nth Degree is in a constant state of vendetta against Margolis.

## #11: Fluffy Pink Bunny Playtime Friends, Inc.

Every school child with access to a television knows what it means when they see the Fluffy Pink Bunny. They know that it's time for "The Fluffy Bunnies' Someone Stole My Pie Show." This show was never meant for children to watch, but there is no keeping a child away from the television when it's on.

The show is extremely formulaic, simple and easy to produce. It starts with a cute little pink cartoon bunny rabbit crying. Her little rabbit friends come in to comfort her.

Tuffy: What happened, Fluffy?

Fluffy: Someone stole my pie, Tuffy!

Puffy: What flavor was it, Fluffy?

Fluffy: It was a (insert name of this week's pie flavor here) pie, Puffy!

Tuffy: What should we do, Fluffy?

Fluffy: I don't know! What should we do, Puffy?

Puffy: I don't know? What should we do, Slayer?

Slayer: Let's go (BLEEP!) this (BLEEP!) up until he can't (BLEEP!) any more.

The bunnies then go to visit Professor Jiggles, who gives them a different gun every week. The bunnies find the person who stole the pie of the week, and use the weapon that Professor Jiggles gave them. The effect of the weapon is computer animated to be completely accurate, based on ballistics data. They take the pie back from the spectacularly dead bad guy, laugh and share the pie, often while still covered in the ballistically correct blood splatter and gunpowder residue.

Fluffy Pink Bunny Playtime Friends, Incorporated, is a weapons testing and marketing firm. They started the "Fluffy Bunnies' Someone Stole My Pie Show" as



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a joke, trying to sell a client's handguns with a humorous ad campaign. The formulaic show proved so effective, and so appealing to a general market, that they put it into production. The only thing that is different, from episode to episode, is the flavor of the pie, the weapon used, and how dead the bad guy is rendered by the weapon.

Thanks to Fluffy Pink Bunny Playtime Friends, more children know more about actual firearms, their use, and their effects than ever before in history. They've included a large amount of public service announcements during the show talking about gun safety and respect for authority.

They're just an ad firm with a lot of connections to weapons manufacturers. They're one of the most highly sought after pieces of air time in the history of broadcast media. They've familiarized an entire generation of children with the practical use of firearms, and they appear to be immune from public outrage, thanks to their ridiculously high ratings and powerful sponsors.

Many older people who are interested in purchasing a firearm will sit down with a few HDDs of the "Fluffy Bunnies'" show, drink a couple of beers, and become better acquainted with guns.

This show is the source of the common street phrase "I'm gonna fuck you up Fluffy style."

## #12: Stuff To Eat, Incorporated

Even more popular than the "Fluffy Bunnies' Someone Stole My Pie" show is the commercial that invariably runs at the end of it.

"Are you hungry? Are you very, very poor? If you've got a nickel, then you've got…. Stuff To Eat. Yes, Stuff To Eat. Five Cents will buy you all you need to stay alive another four hours. Available in four great flavors – Pizza, Nacho, Chocolate, and new Candy G-String. Hungry? Get Stuff To Eat."

In 2012, the Stuff to Eat Corporation appeared on the snack food market with a vengeance, producing the single most popular item of food of all time. Stuff To Eat is a crispy bar the size of an average candy bar which contains enough nutrients to keep the average human body functioning for four hours. The most amazing thing about this food bar, aside from its tongue-tingling burst of flavor, is the fact that it costs only five cents.

There are people who wonder how the Stuff To Eat Corporation can possibly make a profit on a product that sells for five cents a unit. Stuff To Eat bars are available wherever people have money. Nickel and penny operated vending machines are in bus terminals, street corners, some people even buy them for their homes. Every convenience store, grocery store, gas station, and most other forms of shop have boxes of Stuff To Eat in all four flavors.

Stuff To Eat will, in fact, keep someone alive for four hours, but it lacks true nutrition. It has enough sugar, carbohydrates, and proteins to keep a body moving, but not enough for health. The Stuff To Eat Corporation makes no claim that someone can live off of a strict diet of Stuff To Eat, and in fact, medical studies have shown that eating nothing but Stuff To Eat will cause malnutrition, beri-beri, calcium deficiency, and a score of other health difficulties after only a week.

How can they sell Stuff To Eat for only five cents? Mostly because it takes less than one tenth of one cent to make one bar. They're mostly recycled newspapers and magazines, shredded, mixed with nutrients and flavorings, wet down with a drizzle of tap water and baked in a very carefully regulated oven. The wrappers are provided by sponsors, who put advertisements for their products on the Stuff To Eat labels.

The electricity it takes to move a Stuff To Eat bar down the production line costs more than the materials used to make one.

If you're thirsty and broke, you can also purchase Stuff To Drink. For five cents, you can get a disposable cup with ten ounces of a flavorful liquid that is, in fact, cheaper than water. This is made by collecting the condensation produced in the regular production of Stuff To Eat, and mixed with some of the same flavorings.

The people who own and operate the Stuff To Eat Corporation are constantly experimenting with new flavors, but rarely find a new one that they really like.



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They are amazingly rich and spend most of their time laughing at people who said that they'd never be able to sell a product called Stuff To Eat.

Homeless and poverty-stricken populations often descend into malnutrition, sickness, and slow death as a result of trying to subsist on nothing but Stuff To Eat. The Stuff To Eat Corporation responds by sending them free cases of Stuff To Eat. If the people become desperate enough, they are often recruited as cheap, if not free, labor for Stuff To Eat factories, further increasing the profit margin.

## GAME MASTERY

Now that you have a large volume of ingredients to throw into the mix of your Hot Chicks game, we thought we would take a moment to talk about what it takes not only to be a Game Master, but how to be a great Game Master and, in particular, how to be a great Game Master for Hot Chicks.

We've been doing this for a really long time. Both of us appear in documentaries on Game Mastering, and are genuine Hollywood script consultants on Roleplaying and Roleplaying Games. It's safe to say that we know what we're talking about, here.

### Victor's Perspective

Players can be difficult to entertain sometimes. They have different tastes and moods. So, as a storyteller, you are also an Investigator. Find out what your players like and don't like so you can tell better stories. The more you know about your players, the better you can tailor your adventures around their particular idiosyncracies.

Your only real goals and as storyteller should be fun, and that your players leave the games with camaraderie and have a good story to tell. I'm sure Scott would agree, because we have similar philosophies.

(SCOTT NOTE: Yes. I agree… when you hear a player telling a story from your game three years later, pat yourself on the back and buy yourself something nice).

Personally I like to see players explore their world and themselves by creating situations and problems that would challenge them and help them to grow a bit. Some people who play roleplaying games can be a bit introverted, but once they make a character that they like, you start to see who they really a come out. Not that they'll be able to shoot laser beams out of their eyes, but you know what I mean.

(SCOTT NOTE: But if they DO develop the ability to shoot laser beams out of their eyes, that would be REALLY COOL).

A good example would be: You have four friends that all want to play a game of Hot Chicks. Their characters come from different walks of life, but they are all bound together by one singular event, like a demonic infestation at a rave where they were the only survivors. In any case, they're together. They might not always get along, but you need to provide reasons for them to make a difference in the world. The world of Hot Chicks is a dangerous place, and without friends, your'e really not going to survive all that long.

Without prompting, most PCs will try to save each other if one of their comrades was in danger. So, you should not have to push a character into saving one of his comrades. Vampires are big nasty creatures, and no one likes getting chewed on against their will. You should always provide an opportunity for players to rescue each other as well as the helpless victims of the world. There's going to be PLENTY of those.

(SCOTT NOTE: Now, I KNOW that Vic knows people who DO like to be chewed on against their will… but his point is well made).

Some stories can be fairly linear. There's a bad guy at the end of the adventure and a bunch of mooks in between. Personally, I like to provide the end goal,



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but the in-between can be a lot more flexible than a linear story. While investigating a crime scene, each of the players might fine a particular clue that is useful to the overall story. Each of them leads to the end goal. It doesn't really matter which one they choose first. On the way to the next lead, they may stop at a 7-11 for whatever reason; for a slurpee or a bag of n nacho chips. Provide interesting characters lurking around the 7-11. You know the ones. Is that bum looking at me because he wants money, or it is something else?

Player characters, often having special abilities, would like to use them on things that most people would consider silly, like psychically scanning a bum. In case they do want to get information from this wretched creature, as a Game Master you must provide the details. Where did the guy get his last meal? What does he smell like? What are his actual intentions? The guy's probably just asking for some change, but since your character's dressed like they might be a cop, he's a bit intimidated. You're clean, you look happy, and there may be a hint of envy in his eyes. Bums and other night people can be very interesting contacts, if you treat them with a certain respect So, as a Game Master, you make little bits of notes, because some incidental character might become important later; another prop in a much larger play.

(SCOTT NOTE: At this point, I feel I have to mention that Vic has more notes than any other Game Master I've ever known. He never shows up with less than half a ream of typing paper with names, places, situations, and little sketches on it).

As far as other NPCs in your world, Player Characters who interact on them with a regular basis will notice when one of them changes something. Whether it's a new pair of shoes, a happy look on their face, a hair cut or hair-do or, more disturbingly, a black eye. If you made the non-player characters interesting enough, the PCs will take an interest and interact, and find out what they can do to help. Provide the details.

I tend to use a lot of NPCs, some would call it a cast of millions. It can be difficult, sometimes, to keep all those distinct personalities separate and unique. There are a few tricks to it; namely, an accent or personality trait that just stands out. Let's take, for instance, Janice; the lady at the diner. She's in her 40's, she talks like she comes from the East Coast somewhere but you can't quite put your finger on where, unless you ask her. She always has a good cup of coffee when your player characters come in from an adventure. She's always got small talk, and she's always mindful of other customers' needs and refills. PCs tend to be generous tippers, and NPCs like Janice will always remember a generous tipper. Why does a man who has a nice 3 piece suite refuse to give Janice a good tip? It's not like he doesn't have the money. Perhaps his corporate logo on this briefcase might be a clue. Margolis Data Systems. Your PCs might not have heard of this company, but if they have, they should be VERY worried. Every Thursday night, from Midnight to 1 AM he's there, reading his newspaper, drinking his coffee, and not tipping Janice.

(SCOTT NOTE: Having been in a LOT of Vic's Games, I hate this guy already).

Also, as far as the main bad guy, the boss guy, the villain; he doesn't always have to be some cool guy. I like to make villains that I would absolutely love to get rid of. Some people are so vile, so irredeemable and nasty, that they've just got to go. You should use this villain very tactically… give him a weakness or a flaw that can be exploited, but it should never be initially obvious. Let him linger around for a few adventures before the PCs get a chance to kill him. If you've done your job too well, the baddest PC in the room may take him out it the first encounter. Use him sparingly, because player characters can be rather vindictive.

If you need to stretch out the plot line a little bit, the use of red herrings can be useful. It will sent the PCs in other directions, and also, possibly provide future adventures down the line. Ultimately, if the PCs miss the clues that you've laid out in front of them, they should ultimately get back on course for the big show down in the underground caverns, or wherever you have the final confrontation set.

For ideas as to what kind of stories to tell, grab a newspaper or a magazine and read the articles. You might get an idea form the mentioning of locations, a historical event... there are so many sources of information out there. The world is stranger than fiction, really. And then, you tweak and twist it until you make it your own. It's good to cleverly disguise historical events. A lot of gamers are well read and history buffs… they'll know if the battle of Hastings is being played out in their neighborhood.



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## Scott's Perspective

What we're doing here when we sit and roll dice is a cooperative activity, not a competitive one. Everyone can walk away from the game a winner, because all it takes to win, as Vic mentioned, is that everyone had fun, and everyone has a good story to tell at the end of it.

To accomplish that, the player characters need to get into bad situations. Really bad situations. The best stories for roleplaying adventures are stories where people have to face unbeatable odds, pushing their limits and dodging death at every turn.

The Inverted 20 System makes it a little easier for player characters to survive this kind of situation. Unbeatable odds can always be matched with enough Risk and some guts. Don't worry about throwing things at the PCs that they can't handle. Your players will find new ways to surprise you.

(VIC NOTE: It is essential that you find new ways to blow up the bad guy's super weapons… just like in the movies. It might take all your Risk, but it'll be worth it).

To get the tension started, you need to set a mood for the game. In the world of Hot Chicks, there are more dangerous situations per square foot than you can shake a stick at. The PCs might have a moment of rest, but these should be rare exceptions. Even the wealthiest, most powerful PC should have the sense that a trip to the grocery store might just end in a running gun battle. To enhance this feeling, every so often, a trip to the grocery store should end in a running gun battle.

(VIC NOTE: Scott is correct in that a trip to the grocery store should be spiced up with a running gun battle. Always remember that if it doesn't make the story flow, it's not always necessary. But it will definitely make for interesting stories at the end of the night!)

As a rule, I'd suggest one completely random bit of violence a night, whether its stopping a mugging, coming across an alien abduction, or having to help Mister T extract a troupe of gymnasts from a Columbian drug smuggling ring's hideout. Oh, and if your players ever start doing dumb crap because they think they don't have enough for their character's to do, feel absolutely free to drop a teenager with a scalp wound into their lap, who is screaming that she is being chased by a demon with a chainsaw.

With the mood set, remember that the players are sitting around with character sheets and dice so that their characters can make a genuine difference in this dangerous world. There's someone out there who needs to be saved. Some bad guy is threatening to hurt some people, for some reason. Your player characters aren't going to win the battle for the future and destiny of humanity in one session… they won't even do it in a campaign. They may, however, make a neighborhood or community safe, and give the people there hope.

Remember, if your PCs succeed in saving the world, they're going to be REALLY bored next week.

(VIC NOTE: Also, don't forget to reward your players with spendable cash or items that may help them on their quest to save the world and the innocents in it. PCs love to feel effective, so let them upgrade that Cyber Magnum or whatever it is they have on their character sheet).

Rewarding your players is important. The general rule is that characters can spend $5,000.00 per session, if available, on personal advancement such as attributes, skills, super powers, magic spells, what have you. When your players complete a big adventure, take down a huge monster, or otherwise do something where they're all sitting around wiping real sweat off of their brows and congratulating each other on surviving, give them a little break and let them spend ten, fifteen, or even twenty thousand on improvement. There are SO many things for players to buy for their characters that they'll never really advance to a point where you won't be able to threaten them… even a



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couple of twenty thousand dollar boosts can't match your unlimited budget.

(VIC NOTE: This should be fun, but don't be gunning for your player characters. Challenge them yes, but don't go out to kill them. You should be like me in that I want to see the Player Characters win.)

Oh, and before Vic mentions it, let them beat up bank robbers every so often. Sure, they can fight a group of increasingly powerful demon lords, preventing the Earth from plunging into the sun each and every week, but don't forget that, compared to most challenges, your PCs are pretty bad-ass. Let them be bad-asses.

Even if they can punch through brick walls, fly, and shoot laser beams out of their eyes, its still fun to beat up ninjas and purse snatchers. They aren't increasing their powers to just barely stay with the curve. They're trying to be superior to their challenges, to defeat bad guys that used to be a challenge with a sneer of confidence. Every so often, throw them something that isn't really a challenge. That's as much of a reward as a huge chunk of cash or a big jump in improvement.

(VIC NOTE: Scott is definitely on the money on that one. PCs should always get into fights with bikers and other people that you know they can take. It isn't a matter of escalation, where they're fighting bad-ass monster of the week. There are challenges other than fighting).

Throw them some puzzles and mysteries, from time to time. I have a system that I use for running games that keeps things mixed up a little. I call it "Suddenly, A Shot Rang Out."

Step one: The Player Characters are sitting around their favorite hang out, or a new bar, or someone's living room. Let the players settle into their characters for a minute.

Step two: Suddenly, a Shot Rings Out. Something happens that disturbs the PCs. Someone runs screaming through the bar. A drive-by shooting happens.

Ninjas attack. A dying secret agent thrusts a HDD into a PCs hand. This should lead to a fight of some sort. The PCs will probably win.

Step three: Investigation. The PCs go through the pockets of the beaten bad guys and find clues. They play the mysterious recording and find out that there's some place they need to go. A ninja escapes the ass kicking and makes it to a motorcycle.

Step four: Travel. The PCs go to a location that the clues lead them to. There was a picture of the local library on the disk. They follow the ninja. One of them was thinking of a hotel room as he died. This doesn't have to be any more difficult than the players saying "we go there" unless a chase scene would be cool.

Step five: Go back to Step two. They get to the location, and there are more bad guys. They get beaten down, and there's a puzzle to solve. They find out where they need to go. They go there. Suddenly, a Shot Rings Out.

Step six: Once they have gone enough places and beaten up enough bad guys (two to three hours worth of good, hard dice rolling), they find the boss. They meet the demon lord behind the attacks. The head of the ninja clan decides to confront them before the PCs beat up any more ninjas. They find the underground complex with the ticking nuke.

This rarely fails.

(VIC NOTE: Shit, I don't know what to add to that. It's effective. Try it).

## Sample Adventure: Saving Private Princess

This adventure will get just about any group of PCs into the events of the world of Hot Chicks. It's intended as an introductory adventure, but it can lead to any number of other adventures or even a whole campaign.

The adventure assumes that the PCs all know each other, and that they are in contact with a woman that they refer to as "Princess." Princess is the daughter of the CEO of a large and dangerous corporation, who disapproves of much of what her father is doing. Princess often calls the PCs with tips on bad things that may or may not be about to happen, and sometimes



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expects the PCs to do something about it. She usually pays them a good amount of money for "trouble shooting" these little difficulties.

## Part One: The Problem with Princess

The PCs are lounging about one of their common hangouts when one of them gets a phone call from Princess.

"Hi, (insert name of PC here)! I just thought I should let you know that I'm going to go get a manicure and a facial, so I won't be able to make it to our dinner party until a little late. Don't worry, though, I've paid for the caterer and the dancers, so you all just go ahead and start without me, and I'll be along by seven or so!"

This is pretty much like any other phone call that Princess makes that doesn't involve shooting someone. The problem is that not only does Princess not show up that evening, but neither do the caterer or the dancers. The group is left alone in Princess' luxury apartment (they all have keys) wondering what may have happened to her.

Her answering machine has a couple of saved messages on it. They are both from her father.

Message One: "Polly, I hope I don't find out that you're the one who has been leaking my sensitive information. Daddy has always given you a lot of very nice things, and I'd hate to think that this was how you're repaying me. Mommy says 'Hi.'"

Message Two: "Polly, I know you're getting these messages. I need you to call me right now, and tell me that you're not the one providing people with delicate security information. I just want to hear it from you, Polly, and I'll believe you. Just call me. Mommy says 'Hi.'"

Princess' computer has a few e-mails on it of a similar nature, which Princess has not responded to. A successful roll on the Perception stat plus the Computer skill will indicate that Princess has hidden a number of files on her computer, which the PCs were meant to find.

The files on the computer show a number of transactions made by her father's company, "Better Products Data and Services, Incorporated" (BPDSI). A roll on the Intelligence stat and either the Business or Streetwise skill will inform the PCs that the transactions are orders for Corporate Extraction teams to abduct a number of individuals, all of them young women. The only name the PCs recognize is "Polly Better," otherwise known as Princess. The order to abduct Princess calls for her to be taken at about the same time the dinner party was happening.

The PCs should piece together that Princess knew she was going to be kidnapped, and that she arranged to be away from them when it happened. The reason for this is that she knew the extraction team would kill anyone trying to defend her.

It's time to go and get Princess back.

## Part Two: Finding Princess

Perception plus Investigation rolls in Princess' apartment will reveal a few things. One, her apartment is heavily bugged. A clever tech might be able to trace the bugs back to whoever is listening in on them.

Two, there is a spotter watching her apartment through high powered binoculars from a building across the street. This is also the person listening in to the bugs.

The spotter, a standard Corporate Espionage Agent, will fight to the death rather than be captured and interrogated, should the PCs decide to go and "chat" with him. Cornered and tortured, it will be a contested roll between the PC's Will stat plus their Communication skill and the Agent's Will stat plus Toughness skill. If the Agent is broken down, he will reveal that Princess is being held at BPDSI's motherboard plant, just outside of town. He has no more information than that.

The PCs can look several other places for clues. Princess' appointment book has the name and location of the salon where she was getting the manicure and facial. They also find the address for Better Products and Data Services, Incorporated's main offices.

The salon is closed down. Intelligence plus Investigation rolls will locate some of the people who work there at their homes or in the hospital. They will be happy to relay the following information.

"These guys in black jumpsuits and helmets just stormed in, right between the rinse and the dry! We tried to tell them that they needed an appointment, but they just kicked Martha in the teeth, shot Betty, grabbed Polly and took off with her! I think they had a



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big black van, my eyes were full of conditioner. Did I mention they shot the place all up? I can't believe that this hasn't been on the news yet!"

Phone calls made to the offices of BPDSI will be stonewalled. Neither Princess nor her father are there, at the moment, apparently. Visiting the offices will turn up no trace of either of them, no matter how many people the PCs interview or shoot. Hacking into the computers at BPDSI's offices will get the PCs the information that one of BPDSI's factories, the motherboard plant outside of town, has been closed down and will be off line for several days.

They can also make Perception plus Streetwise rolls to try and find someone on the street who may know something about the situation. A successful roll will find that a lot of debutants have been kidnapped in the past week, and get a list of names, including Princess'.

Investigation rolls using the list of names will turn up that not only has Princess been abducted, but her closest friends from High School have as well. The streetwise contacts will not know where Princess is being held, but they'll be able to guess that she'll be taken to some kind of industrial site.

If the PCs decide to call the police about the matter, they will be told that "it is being looked into, thank you very much." If they press the matter, about a dozen police cars will show up at the location that the PCs are calling from, and demand that the PCs throw out their weapons and come out with their hands up.

Not only has Princess' father decided to kidnap his daughter and a bucket of her friends, he has also bought off the local police. If the PCs surrender to the police, they will be held for four days without being charged, and then released without apology. If this should happen, they will be unable to find Princess, and the locks of her apartment have been changed. It will be nearly impossible to find out if she is even still alive.

What's happening, here? It may take the PCs a while to piece this out. Princess' father has found out that Princess has been feeding people sensitive information to foil his more diabolical plans. Tired of being constantly foiled, he has abducted her and five of her closest friends. He has taken her to the motherboard factory just outside of town to try to scare her into not interfering with him, any more.

He really doesn't want to hurt Princess or her friends, but he wants her so scared that she'll never leak information again. He will use the industrial equipment at the plant to threaten the lives of each of her friends until Princess agrees to stop interfering. If he has the chance to do this for a few days (say, if the PCs get arrested), Princess will break and cooperate with him. She will move out of the country and change all of her contact information, effectively disappearing.

Princess' father, Frank Better, has put enough money into the local Police to assure that anyone looking for Princess too closely will be put away quietly for a few days. It would be best if the PCs avoided this… if any of them have the "Wanted" flaw, this could end their career real fast. If they SHOULD get arrested, they should get the feeling that they really need to escape as quickly as possible.

What kind of PCs call the police, anyway?

If they should get into a shooting match with the cops, all bets are off. Also best to avoid that.

## PART THREE: Return of the Princess

It should all lead (hopefully) to the BPDSI motherboard plant just outside of town. The building is isolated – there isn't another structure for half a mile.

It isn't very big for a factory. It is a two story concrete structure one hundred feet long by fifty feet wide.

There is a large loading dock at the back, a small public entrance in the front, and a fire door on each side.

It is surrounded by a chain-link fence topped with concertina wire, with a guard shack at the front of the building. The guard shack is equipped with a long arm for blocking cars (more of a psychological thing, most cars would mow right through it).

Concrete Building: Damage Resistance 30, 8 Shrugs.

Loading Dock Doors: Damage Resistance 25, 4 Shrugs

Front Entrance/Fire Doors: Damage Resistance 20, 2 Shrugs

Chain Link: Damage Resistance 18, 1 Shrug

Guard Shack: Damage Resistance 18, 2 Shrugs

Car Barrier Arm: Damage Resistance 12, No Shrugs



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There is one security guard on duty in the shack; a standard security guard. He is not getting paid enough to deal with Player Characters – he will tell anyone who asks him that there is nothing going on in the building. If he is threatened, shot at, or is in the shack when someone drives through the barrier, he will run away at his highest possible speed.

The doors of the motherboard plant are all locked tight with high security locks, giving a -4 to any attempt to pick them. The plant is also ringed by security cameras, which can be bypassed with a roll of Intelligence plus Security or Electronics.

When the PCs' manage to get inside, Princess' father has arranged a little welcome for people who dare to help his daughter – a crack team of six Cyborg Corporate Ninjas. They will attack the PCs with everything that they've got, having been paid enough to fight to the death.

On the factory floor, Frank Better has the five debutants stripped down to their expensive lingerie and tied to the production line's main conveyer belt. He has them positioned so that he can torture them with the plant's industrial etching laser (Accuracy +2, Damage 15, AP 2, can be set as low as Damage 2). He is using his Intelligence stat plus his Computer skill to guide the laser, but he has yet to actually harm any of the girls. Being strapped down to a conveyer belt in their underwear under a big industrial robotic arm and having a laser burn the materials around them is enough to make them scream quite loudly.

Princess is tied in a chair, bolted to the factory floor, forced to watch the process. The Ninjas will not endanger Princess, her father, or the girls, but the PCs should be informed that stray shots may just hit someone that they don't want to hit. In this situation, a roll of a natural 20 when using a firearm will hit one of the debutants. It is entirely possible that the PCs will do more damage to them than Princess' father would have.

If all of the Ninjas are defeated, Princess' father will surrender. Attempts on the parts of the PCs to whack Princess' father will be met with Princess screaming "NOOOO!!! Don't kill my Daddy!"

Killing him at this point will send Princess Catatonic, making it difficult to collect any reward. Frank Better has about ten grand in cash on him, and the Ninjas equipment is probably up for grabs.

If the PCs do not kill Princess' father outright (probably the better option), he will put his hands in the air and deliver his monologue.

"I can see that this isn't going to end well for me. Very well, you win. Polly, I obviously can't do business the way I feel I should. I'm going to collect my golden parachute and retire to someplace warm with expensive drinks. You seem to have a good head for hiring people… I'm leaving the company to you.

As for the rest of you… I will give you fifty thousand dollars apiece to forget that this ever happened. You may have screwed my plans beyond recognition, but you protected my little girl, and I suppose I can't really fault you for that. What can I say? I'm a horrible father."

If the PCs take Mr. Better up on his offer, it goes as he says. They get paid, Princess gets BDPSI signed over to her, and offers the PCs jobs as her private security staff.

If the PCs STILL off Mr. Better, Princess will give them each twenty-thousand dollars to thank them for saving her, and then goes on to run the company anyway.

### Part Four: Final Aftermath

If the PCs examine any of the Ninjas (Perception plus Investigation), they will find that the Ninjas had headsets with cameras, which were relaying data about the PCs back to *someone*. They may have killed all the Ninjas and saved the Princess, but someone is watching them. Someone who may not like people killing very expensive Ninjas…

## ADVENTURE SEEDS

Sometimes, it just takes a simple idea to start an adventure. Here, we provide fifty "Adventure Seeds," ideas that you can plant in your game which can grow into



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full blown campaigns.

One technique that can be very useful for using Adventure Seeds is to set up the scene, throw the Adventure seed out there (whether it's something they see on television or something that a friend of a PC tells them about), then sit back and listen.

A group of players is an excellent place to get ideas for what is actually going on. They'll throw around concepts, conjecture, possible plots and complications, and there is nothing to say that you can't use any, or all, of it. Take the ideas that sound best to you, and let that be what the bad guy was planning all along. You could also combine ideas, allowing the players "bull session" to inspire even greater depths of villainy. You'll be amazed how easy it is to let your players write the adventure without knowing it.

Just pretend that you had everything planned all along. We won't tell.

## Vic's Adventure Seeds

1. Prototype battle cyborg escapes proving ground.
2. Old dabbler in the occult returns to mysterious house that killed his fellows fifteen years prior.
3. Wife of Corporate CEO found strangled in alley near PCs home.
4. Team of archeologists find a pyramid like structure in northern Europe.
5. Amateur roboticists are being kidnapped by mysterious men in black vans.
6. The painting of a renaissance noble woman sells for one million dollars. It leads to a magical pocket realm.
7. Fledgling Vampires are looking to acquire mil-spec weapons.
8. A man is caught on camera running faster than a speeding train to save someone.
9. A privately owned aerospace company has lost a rocket ship on the dark side of the moon.
10. A former soviet satellite country has been seized by a corporate army.
11. Psychic war between two rival think-tanks erupts in PCs city.
12. College students are missing in a nearby campground.
13. Bees the size of dogs are seen in farmland.
14. Goth band "The Battle Nuns" are being held hostage by a religious group. (Lead singer is named Sergeant Sister Mary Joseph).
15. A clone of a girl who died while dating one of the PCs in high school shows up at the PC's parent's house.
16. A mad wizard is unleashing elementals into the world. Effects seen as natural disasters.
17. A hole opens up in the tunnel of love in a nearby amusement park. The hole leads to a strange dimension.
18. Aliens make planet fall to rescue a comrade on earth.
19. Rad-Billies murder a bank manager's in-laws, and he'll pay to find out what happened to them.
20. A modelling agency is co-opted by a psychic mind controller. What are her goals?
21. Art thieves clean out a local gallery, despite a five-million dollar security system.
22. Wet T-Shirt contest attacked by Catfish men.
23. A genome ghoul is loose near an elementary school.
24. Omega Thule Supermensch is captured by some government types during an operation. He is about to be transferred to a high-security complex by train.
25. A cruise ship that the PCs are vacationing on gets overrun by ninjas.



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## Scott's Adventure Seeds

1. Children at a local school seem obsessed with a new electronic Collectible Card game featuring occult monsters.

2. A local cemetery gets bought out by a corporation looking to build an office building, but they don't seem to be in too much of a hurry to remove the bodies.

3. A downtown medical clinic is offering very advanced medical testing for free, if the subjects will just supply their E-mail address.

4. Five sewer workers go missing after answering a complaint about the sewers backing up near an abandoned hotel.

5. A mineral sample of no consequence whatsoever is the only thing stolen from the Natural History Museum in a daring midnight raid.

6. Prostitutes near the PCs neighborhood have been swept off of the street by a massive police operation, but none of them show up in jail, are taken to trial, or ever return.

7. A women's shelter in a nearby small town is burned to the ground. There are no signs of any bodies, although the shelter was at capacity just before the fire.

8. A group of high school students working summer jobs at a travelling circus show up in the PCs neighborhood, apparently missing the last week of their memory.

9. The local boot store is having a half-off sale after the management changes.

10. There is an armed assault on the local chapter of the Humane Society. All of the animals are taken, but valuables are not.

11. Despite an "A" Rating, people going to the PCs favorite Sushi place have been suffering from a bizarre disease that is unknown to the medical community.

12. Actual Demons infiltrate a local Science Fiction convention, hell-bent on winning the costume contest.

13. A group of old-west style gunfighters start showing up in the PCs city around midnight, taking out teenagers engaged in illegal racing.

14. Strange emotionless people start coming into the PCs favorite music store and buying HDDs with obscure and unpleasant music on them.

15. People eating at the local burger joint start suffering symptoms of diseases that can only be contracted by engaging in cannibalism.

16. A local church gets a new pastor, and the youth program suddenly fills to bursting with teens from all over the city.

17. Women from all walks of life are found murdered in their homes. On the chest of every body is a photograph of the woman that could only have been taken by the security camera of an ATM.

18. A door to door magazine salesman offers people a special magazine that will tell them about events happening one year in the future.

19. Shaky amateur camera footage sent anonymously to a PC would seem to indicate that people are being killed by balloon animals.

20. A local chapter of the National Rifle Association starts up a "Fluffy Bunnies Someone Stole My Pie Show" elementary school summer camp.

21. A popular rock star is found crucified upside-down to the wall of a hotel room registered to one of the PCs.

22. A chimney-sweep and a professional nanny take two children into alternate dimensions, presumably to teach them magic.

23. The PCs are invited to a tournament of martial arts, held once every four years on an isolated island.

24. An escapee from a local insane asylum is running around the city killing people using a puppet armed with a chainsaw. The man claims that it's all the puppet's fault.



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25. The PCs are asked to come to a remote village in Eastern Europe to help a friend with an undisclosed problem. Upon arrival, they find the place over run with the walking dead.

## Final Thoughts

And so that's it… the core book of "Hot Chicks: The Roleplaying Game." Our hands are off of it, now (well, aside from a few appendixes). Now, this is your game.

What we've tried to do is to provide a framework of rules and background material that will allow you to tell stories in a very dangerous world full of potential. We will be producing adventures, books with more equipment, more abilities and magical spells, even collections of antagonists and allies. We really love this project, and we hope you will too.

As the Game Master, remember that you're all there to have a good time. You've got the most important job at the table, and the most responsibility. Have fun with it. Tell a good story, and enjoy each and every little extra twist and turn your players throw in to it. When they mow down a thousand of your bad guys with a well placed explosion, that's a victory for everyone at the table. They'll be talking about that for years.

Enjoy sharing this world. Expand it. Feel free to create your own characters, monsters, equipment, and adventures. Visit us at www.HotChicksTheGame.com and share what you and your group come up with… we will actually be there, we will actually read what you write, and we will actually tell you how cool it was.

This is a game about the future and destiny of humanity (as if we haven't used that phrase enough). We hope it gives you and your players an amazing time fighting to save the world. We know it does for us.

Time to go and roll some d20's.

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# APPENDIX 1

# Allies and Adversaries

Here is a ready-made supply of playable characters, allies, contacts, and bad guys. The characters area ll made up as starting characters, and provide good examples of what can happen during character generation.

Here are the non-player-characters mentioned in the Game Master's section, a selection of random guards, ninjas, aliens, demons, and their minions. Feel free to use them exactly as they appear here, or tweak them as you see fit.



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| | | | |
|---|---|---|---|
| **Character Name:** | Christina Westin | **Eye Color:** | Green |
| **Player Name:** | | **Hair:** | Red |
| **Alias:** | "Red" | **Build:** | Lithe and athletic |
| **Gender:** | Female | **Height:** | 5'6" |
| **Occupation:** | Snowboard Exhibitor | **Weight:** | 115 lbs |
| **Affiliation:** | Team Princess | **Age:** | 24 |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 7 |
| **Agility** | 10 |
| **Dexterity** | 10 |
| **Intelligence** | 7 |
| **Perception** | 6 |

**Merits**
Jock
Artful
Danger's Bitch
Hot Chick
Iron Will
Really Skilled (x2)
Redline

**Flaws**
Cheap Drunk
Dyslexic
Nervous Stomach

| | |
|---|---|
| **Shrugs** Stamina / 2 | 4 |
| **Speed** Agility + Dexterity + Running | 24 |
| **Will** (Intelligence + Stamina)/2 | 7 |
| **Initiative** (Perception + Dexterity)/2 | 8 |
| **Damage Resistance** Stamina x 2 | 14 |
| **Risk Points** Will x 10 | 80 |

| Athletics | |
|---|---|
| Acrobatics | 4 |
| Climbing | 1 |
| Lifting | 1 |
| Running | 4 |
| Sports | 4 |
| Swimming | 3 |
| Throwing | 1 |
| X Sports | 6 |
| Zero-G | 1 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 4 |
| Handguns | 1 |
| Long Arms | 1 |
| Martial Damage | 2 |
| Melee | 1 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | 1 |
| Cleaning | 1 |
| Construction | 1 |
| Cooking | 1 |
| Dancing | 3 |
| Fabrication | 1 |
| Music | 5 |
| Repair | 2 |
| Rope Work | 1 |
| Sewing | 1 |
| Styling | 4 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | 1 |
| Boats | 1 |
| Cars | 4 |
| Helicopter | 1 |
| Hover Craft | 1 |
| Jet Pack | 1 |
| Jet Plane | 1 |
| Motorcycle | 5 |
| Prop Plane | |
| Remote | 1 |
| Space Shuttle | 1 |
| Starships | 1 |
| Submersibles | 1 |
| Ultra Light | 4 |

**Hot Chicks: The Roleplaying Game**

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**Character Name:** Christina Westin

**Player Name:**

**Alias:** "Red"

**Character History**

A talented youth from the midwest, Christina entered UCLA on a Gymnastics scholarship and met with Princess through mutual friends. She uses her athletic talents to help Princess from time to time.

**Running Speed**
Speed x 4 — 96 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 8 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 16 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 4 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 8 feet

**Dead Lift**
Strength plus Lifting x 50 — 400 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Custom Ski Resort Wardrobe | $5,000.00 | | |
| new-Tech Snowboard | $2,500.00 | | |
| Snow Racher Soft Armor (+3 DR) | $750.00 | | |
| Ray-Ban Sunglasses, Custom | $500.00 | | |
| Personal Toiletry Items, Luxury | $375.00 | | |
| Custom Team Logo Coat | $850.00 | | |
| Gucci Boots | $600.00 | | |
| Digital watch, sports | $200.00 | | |
| Laptop, Alienware Custom | $3,000.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Chuck Bradson | **Eye Color:** | Blue |
| **Player Name:** | | **Hair:** | Bald |
| **Alias:** | "Thud" | **Build:** | Exceptionally Muscular |
| **Gender:** | Male | **Height:** | 7'4" |
| **Occupation:** | Snowboard Exhibitor | **Weight:** | 360 lbs |
| **Affiliation:** | Team Princess | **Age:** | 28 |

| | |
|---|---|
| **Strength** | 10 |
| **Stamina** | 9 |
| **Agility** | 8 |
| **Dexterity** | 7 |
| **Intelligence** | 6 |
| **Perception** | 7 |

**Merits**
Jock
Haymaker
Kicks like a Mule
No Sick Days
Pro Lifter
Superlative
Tough as Hell (x2)
Really Skilled (x2)

**Flaws**
Butt Ugly
Can't Jump (x3)
Strongly Scented

| | |
|---|---|
| **Shrugs** Stamina / 2 | 7 |
| **Speed** Agility + Dexterity + Running | 16 |
| **Will** (Intelligence + Stamina)/2 | 8 |
| **Initiative** (Perception + Dexterity)/2 | 7 |
| **Damage Resistance** Stamina x 2 | 18 |
| **Risk Points** Will x 10 | 80 |

| Athletics | |
|---|---|
| Acrobatics | 1 |
| Climbing | 1 |
| Lifting | 7 |
| Running | 1 |
| Sports | 5 |
| Swimming | 2 |
| Throwing | 4 |
| X Sports | 4 |
| Zero-G | 1 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 4 |
| Hand to Hand | 4 |
| Handguns | |
| Long Arms | |
| Martial Damage | 4 |
| Melee | 4 |
| Toughness | 6 |

| Espionage | |
|---|---|
| Acting | |
| Business | 3 |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 2 |
| Lockpicking | |
| Security | |
| Seduction | 1 |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | 2 |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | 1 |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 1 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 1 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Chuck Bradson

**Player Name:**

**Alias:** "Thud"

**Character History**

Blessed with exceptional strength and durabilty, Thud pursued a business degree at UCLA until he met Princess, who convinced him that his strength would be best used helping people.

**Running Speed**
Speed x 4 — 64 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 1 foot

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 4 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 1 foot

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 4 feet

**Dead Lift**
Strength plus Lifting x 50 — 1,700 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Custom Ski Resort Wardrobe | $5,000.00 | | |
| new-Tech Snowboard | $2,500.00 | | |
| Snow Rasher Soft Armor (+3 DR) | $750.00 | | |
| Ray-Ban Sunglasses (Custom) | $500.00 | | |
| Heavy Boots | $300.00 | | |
| Custom Team Logo Coat | $850.00 | | |
| Satellite Phone | $350.00 | | |
| Digital Watch (Sports) | $200.00 | | |
| | | | |
| SUPER POWERS | | | |
| Impressive Lifting | $15,000.00 | | |
| Damage Bonus +3 | $15,000.00 | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Mara Yamazaki | **Eye Color:** | Blue |
| **Player Name:** | | **Hair:** | Brown |
| **Alias:** | | **Build:** | Curvy and athletic |
| **Gender:** | Female | **Height:** | 5'6" |
| **Occupation:** | Snowboard Exhibitor | **Weight:** | 125 lbs |
| **Affiliation:** | Team Princess | **Age:** | 23 |

| | |
|---|---|
| **Strength** | 6 |
| **Stamina** | 6 |
| **Agility** | 7 |
| **Dexterity** | 6 |
| **Intelligence** | 9 |
| **Perception** | 8 |

**Merits**
Jock
Brain
Artful
Fast
Quick
I Know Kung Fu
Bad-Ass
Really Skilled (x2)

**Flaws**
Can't stay dressed
Frigid
OCD-Hand Washing
Phobic-Scotophobe

| | |
|---|---|
| **Shrugs** Stamina / 2 | 3 |
| **Speed** Agility + Dexterity + Running | 16 |
| **Will** (Intelligence + Stamina)/2 | 8 |
| **Initiative** (Perception + Dexterity)/2 | 10 |
| **Damage Resistance** Stamina x 2 | 12 |
| **Risk Points** Will x 10 | 80 |

| Athletics | |
|---|---|
| Acrobatics | 2 |
| Climbing | 3 |
| Lifting | 1 |
| Running | 3 |
| Sports | 1 |
| Swimming | 3 |
| Throwing | 1 |
| X Sports | 5 |
| Zero-G | 1 |

| Combat | |
|---|---|
| Archaic Ranged | 1 |
| Grappling | 3 |
| Hand to Hand | 4 |
| Handguns | 3 |
| Long Arms | 2 |
| Martial Damage | 3 |
| Melee | 3 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | 2 |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 2 |
| Lockpicking | |
| Security | |
| Seduction | 2 |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | 2 |
| Cleaning | 2 |
| Construction | 1 |
| Cooking | 2 |
| Dancing | 1 |
| Fabrication | 3 |
| Music | 1 |
| Repair | 4 |
| Rope Work | 1 |
| Sewing | 3 |
| Styling | 1 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 3 |
| Astrogation | 1 |
| Biology | 1 |
| Chemistry | 3 |
| Computer | 3 |
| Cybernetics | 1 |
| Electronics | 2 |
| Engineer | 1 |
| Genetics | 1 |
| Law | 1 |
| Medicine | 3 |
| Military Science | 1 |
| Naviataion | 1 |
| Occultism | 1 |
| Parpsychology | 1 |
| Physics | 1 |
| Psychology | 1 |
| Xenology | 1 |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Mara Yamazaki

**Player Name:**

**Alias:**

**Character History**

Trained in the martial arts from a very young age, Mara was at UCLA on a number of academic scholarships when she was re-cruited by Princess to use her mad kung-fu skillz to save people.

**Running Speed**
Speed x 4 — 64 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 6 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 12 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 3 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 6 feet

**Dead Lift**
Strength plus Lifting x 50 — 350 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Ski Resort Wardrobe | $1,000.00 | | |
| new-Tech Snowboard | $2,500.00 | | |
| Snow-Rasher Soft Armor (+3 DR) | $750.00 | | |
| Sunglasses | $50.00 | | |
| Personal Toiletry Items | $35.00 | | |
| Team Logo Coat | $200.00 | | |
| Gucci Boots | $600.00 | | |
| Digital Watch | $20.00 | | |
| Laptop, off-the-shelf | $1,000.00 | | |
| | | | |
| MARTIAL ARTS ABILITIES | | | |
| Dodge Without Penalty | $15,000.00 | | |
| No Dodging Flank | $7,500.00 | | |
| Six O'Clock Block | $10,000.00 | | |
| Woo-Pah Overdrive (x3) | $12,000.00 | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Hank Rutherford | **Eye Color:** | Brown |
| **Player Name:** | | **Hair:** | Black |
| **Alias:** | Psycho Gun Freak | **Build:** | Kind of scrawny |
| **Gender:** | Male | **Height:** | 6'0" |
| **Occupation:** | Private Detective | **Weight:** | 185 lbs |
| **Affiliation:** | Team Princess | **Age:** | 34 |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 10 |
| **Agility** | 6 |
| **Dexterity** | 6 |
| **Intelligence** | 7 |
| **Perception** | 9 |

**Flaws**
Forgetful
Psycho
Can't Hurt Innocents
Swims like a Brick
Wanted

**Merits**
Bad-Ass
Cunning Linguist
Deadly Aim
God of Reloading
Whip it Out
Spy
Pro Jumper
Ambidexterity
Fast
Cyber-Enhanced

| | |
|---|---|
| **Shrugs** Stamina / 2 | 5 |
| **Speed** Agility + Dexterity + Running | 44 |
| **Will** (Intelligence + Stamina)/2 | 9 |
| **Initiative** (Perception + Dexterity)/2 | 11 |
| **Damage Resistance** Stamina x 2 | 20 |
| **Risk Points** Will x 10 | 90 |

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | |
| Lifting | 1 |
| Running | 2 |
| Sports | 3 |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | |
| Hand to Hand | 1 |
| Handguns | 6 |
| Long Arms | 2 |
| Martial Damage | 1 |
| Melee | 1 |
| Toughness | 2 |

| Espionage | |
|---|---|
| Acting | 1 |
| Business | 1 |
| Communicate | 1 |
| Cryptography | 1 |
| Demolitions | 1 |
| Escapology | 1 |
| Investigation | 6 |
| Lockpicking | 3 |
| Security | 3 |
| Seduction | 1 |
| Sleight of Hand | 1 |
| Stealth | 3 |
| Streetwise | 4 |
| Survival | 1 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | 2 |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | 2 |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 3 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Hank Rutherford

**Player Name:**

**Alias:** Psycho Gun Freak

**Character History**

Badly wounded fighting in Iraq, Hank was given experimental cyberware by a corporation. He escapes from them, and is now hunted by them. He helps Princess out on occasion when firepower is needed.

**Running Speed**
Speed x 4 — 176 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 9 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 3 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 5 feet

**Dead Lift**
Strength plus Lifting x 50 — 400 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Wardrobe | $3,000.00 | | |
| Shoulder Holster | $50.00 | | |
| Whisky Flask, Full | $15.00 | | |
| Sunglasses | $50.00 | | |
| Personal toiletry items | $35.00 | | |
| Cell phone w/ camera | $100.00 | | |
| Basic tools, nice (+2 to repair) | $200.00 | | |
| Digital Watch | $20.00 | | |
| 80 rounds of .50 ammunition | $80.00 | | |
| 10 Clips | $50.00 | | |
| | | | |
| CYBERWARE | | | |
| Two-Leg Cyber Replacement | $60,000.00 | | |
| +30 to Speed Statistic | $16,500.00 | | |
| Occipital Cortex Display Matrix | $1,000.00 | | |
| Bio Wi-Fi Node | $800.00 | | |
| Cyber-Link | $2,000.00 | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Custom Magnum .50 | +5 | 20 | 30 / 40 / 80 / 160 | 8 | 3 lbs | -3 | 0 | 30 | 2 | $3,500.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

## Notes

The Magnum .50 is a custom semi-automatic pistol designed specially for Hank. Its accuracy includes an integral laser sight and a link to Hank's cyberware. It also has an integral folding stock and folding fore-grip. If both stock and fore-grip are deployed and the weapon is fired 2-handed, the kick is reduced to -1.

This character is an example of what can be done with "The Deal" during character creation. The GM gave him the Cyber Legs free and clear, so long as he took the "Wanted" flaw.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Renita Blake | **Eye Color:** | Hazel |
| **Player Name:** | | **Hair:** | Blonde |
| **Alias:** | | **Build:** | Slim and athletic |
| **Gender:** | Female | **Height:** | 5'4" |
| **Occupation:** | Bodyguard | **Weight:** | 110 lbs |
| **Affiliation:** | Team Princess | **Age:** | 21 |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 9 |
| **Agility** | 7 |
| **Dexterity** | 7 |
| **Intelligence** | 5 |
| **Perception** | 5 |

**Merits**

Bad-Ass
I Know Kung Fu
Tough as Hell (x3)
Drink like a Fish
Really Skilled (x 2)
Redline
Homemaker

**Flaws**

A Whore in the Kitchen
Infertile
Low Risk
Dedication to Princess
Throws like a Girl

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 8 |
| **Speed** (Agility + Dexterity + Running) | 16 |
| **Will** ((Intelligence + Stamina)/2) | 7 |
| **Initiative** ((Perception + Dexterity)/2) | 6 |
| **Damage Resistance** (Stamina x 2) | 24 |
| **Risk Points** (Will x 10) | 60 |

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | |
| Lifting | 4 |
| Running | 2 |
| Sports | 2 |
| Swimming | 1 |
| Throwing | |
| X Sports | 2 |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | 1 |
| Grappling | 1 |
| Hand to Hand | 6 |
| Handguns | 1 |
| Long Arms | 1 |
| Martial Damage | 6 |
| Melee | 6 |
| Toughness | 6 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | 3 |
| Cryptography | |
| Demolitions | |
| Escapology | 3 |
| Investigation | |
| Lockpicking | |
| Security | 3 |
| Seduction | |
| Sleight of Hand | |
| Stealth | 3 |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | 4 |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | 3 |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 3 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 3 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Renita Blake

**Player Name:**

**Alias:**

**Character History**

Trained in beating people up very badly, Renita was having a hard time making a living at it until Princess offered her a job as her bodyguard.

**Running Speed**
Speed x 4
64 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
9 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
3 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
5 feet

**Dead Lift**
Strength plus Lifting x 50
600 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Wardrobe | $3,000.00 | | |
| Sunglasses | $50.00 | | |
| Personal Toiletry Items | $35.00 | | |
| Cell phone w/ Camera | $100.00 | | |
| Digital Watch | $20.00 | | |
| Electronic Locater | $500.00 | | |
| 5 Tracking Bugs | $250.00 | | |
| Winter Gear | $400.00 | | |
| | | | |
| MARTIAL ARTS ABILITIES | | | |
| Kicking Practice | $4,000.00 | | |
| All Knees and Elbows | $6,000.00 | | |
| Forehead of Iron | $4,000.00 | | |
| Kip Up | $4,000.00 | | |
| Targeted Technique: Hand to Hand | $7,500.00 | | |
| Steel Fortress Technique | $5,000.00 | | |
| Steel Palm | $10,000.00 | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Large Knife | +1 | Str+3 | Melee | Melee | .5 lb | -0 | 2 | 20 | 1 | $150.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Mark Garcia | **Eye Color:** | Brown |
| **Player Name:** | | **Hair:** | Black |
| **Alias:** | "Sonny" | **Build:** | Muscular |
| **Gender:** | Male | **Height:** | 6'2" |
| **Occupation:** | Sycophant | **Weight:** | 205 lbs |
| **Affiliation:** | Team Princess | **Age:** | 27 |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 8 |
| **Agility** | 8 |
| **Dexterity** | 8 |
| **Intelligence** | 7 |
| **Perception** | 7 |

**Merits**

Spy
Hot Dude
Eat like a Bird
Rich (x3)
Superlative
Really Skilled (x 2)

**Flaws**

Horrific Slob
Malleable
Squeamish
Very Fertile

| | |
|---|---|
| **Shrugs** Stamina / 2 | 4 |
| **Speed** Agility + Dexterity + Running | 18 |
| **Will** (Intelligence + Stamina)/2 | 8 |
| **Initiative** (Perception + Dexterity)/2 | 8 |
| **Damage Resistance** Stamina x 2 | 26 |
| **Risk Points** Will x 10 | 80 |

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | |
| Lifting | |
| Running | 2 |
| Sports | 3 |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | |
| Hand to Hand | 4 |
| Handguns | 4 |
| Long Arms | |
| Martial Damage | |
| Melee | |
| Toughness | |

| Espionage | |
|---|---|
| Acting | 2 |
| Business | 2 |
| Communicate | 4 |
| Cryptography | 1 |
| Demolitions | 1 |
| Escapology | 2 |
| Investigation | 3 |
| Lockpicking | 1 |
| Security | 1 |
| Seduction | 3 |
| Sleight of Hand | 3 |
| Stealth | 2 |
| Streetwise | 2 |
| Survival | 1 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | 2 |
| Dancing | 3 |
| Fabrication | |
| Music | 2 |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | 4 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 3 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | 3 |
| Medicine | 1 |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | 2 |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 2 |
| Helicopter | 2 |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 1 |
| Prop Plane | 2 |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

**Hot Chicks: The Roleplaying Game**

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allen pay (order #1043368)

**Character Name:** Mark Garcia

**Player Name:**

**Alias:** "Sonny"

**Character History**

From early on, Mark realized he had two choices in life - mug people for a living, or hang out with the very rich and sponge off of them. Choosing the latter, Mark has attached himself to Princess.

**Running Speed**
Speed x 4 — 72 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 6 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 11 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 3 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 6 feet

**Dead Lift**
Strength plus Lifting x 50 — 350 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Luxury Custom Wardrobe | $30,000.00 | | |
| Sunglasses, Custom, Italian | $5,000.00 | | |
| Luxury Spa Peronal Toiletry Items | $3,500.00 | | |
| Secure Cell Phone w/ Camera | $1,000.00 | | |
| Digital Watch with Locater and TV | $2,000.00 | | |
| Personalized CustomWinter Gear | $7,000.00 | | |
| Assorted Jewelry | $15,000.00 | | |
| "Tan in a Can," seven cans | $700.00 | | |
| Portable Entertainment Center | $4,000.00 | | |
| Gucci Shoulder Holsters (2) | $1,000.00 | | |
| 140 rounds of 9mm AP ammmo | $105.00 | | |
| 10 clips | $50.00 | | |
| | | | |
| SUPER POWERS | | | |
| Personal Durability Alpha (x 10) | $2,500.00 | | |
| Regeneration Class C | $15,000.00 | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Custom 9mm | +3 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $2,000.00 |
| Custom 9mm | +3 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $2,000.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

## Notes

The custom 9mm's are semi-automatic pistols with integral laser sights, gold plating, and Gun Lo-Jac, allowing Mark to locate the guns, if stolen, with his watch's electronic locater.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Eve Delgado | **Eye Color:** | Grey |
| **Player Name:** | | **Hair:** | Red-Brown |
| **Alias:** | "Spooky" | **Build:** | Slight and curvy |
| **Gender:** | Female | **Height:** | 5'2" |
| **Occupation:** | Doctor | **Weight:** | 105 lbs |
| **Affiliation:** | Team Princess | **Age:** | 24 |

| | |
|---|---|
| **Strength** | 5 |
| **Stamina** | 6 |
| **Agility** | 7 |
| **Dexterity** | 7 |
| **Intelligence** | 9 |
| **Perception** | 8 |

**Merits**

Danger's Bitch (x 2)
Homemaker
Hot Chick
Iron Will
Spell Slinger

**Flaws**

Fashion Victim

| | |
|---|---|
| **Shrugs** Stamina / 2 | 3 |
| **Speed** Agility + Dexterity + Running | 14 |
| **Will** (Intelligence + Stamina)/2 | 11 |
| **Initiative** (Perception + Dexterity)/2 | 8 |
| **Damage Resistance** Stamina x 2 | 12 |
| **Risk Points** Will x 10 | 130 |

| Athletics | |
|---|---|
| Acrobatics | 3 |
| Climbing | |
| Lifting | |
| Running | |
| Sports | |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | |
| Hand to Hand | 2 |
| Handguns | |
| Long Arms | |
| Martial Damage | |
| Melee | |
| Toughness | |

| Espionage | |
|---|---|
| Acting | |
| Business | 3 |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 3 |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | 2 |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | 3 |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | 2 |
| Repair | |
| Rope Work | |
| Sewing | 2 |
| Styling | |

| Special | |
|---|---|
| Do Magic | 5 |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 4 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | 6 |
| Military Science | |
| Naviataion | |
| Occultism | 4 |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 1 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Eve Delgado

**Player Name:**

**Alias:** "Spooky"

**Character History**

Eve was a child prodigy, going through college and medical school by the age of 22. She recently began learning magic from an old woman in her apartment building. Princess finds Eve endlessly fascinating.

**Running Speed**
Speed x 4
56 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
10 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
5 feet

**Dead Lift**
Strength plus Lifting x 50
250 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Random and Sloppy Wardrobe | $500.00 | | |
| One good piece of Fetish wear | $500.00 | | |
| Medical kit (Doctor's Black Bag) | $2,000.00 | | |
| | | | |
| MAGICAL SPELLS | | | |
| Flight | $20,000.00 | | |
| Cure Illness | $10,000.00 | | |
| Heal the Body, Lesser | $20,000.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
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**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Polly Better | **Eye Color:** | Blue |
| **Player Name:** | | **Hair:** | Blonde |
| **Alias:** | "Princess" | **Build:** | Slim and trim |
| **Gender:** | Female | **Height:** | 5'2" |
| **Occupation:** | Debutante | **Weight:** | 100 lbs |
| **Affiliation:** | Team Princess | **Age:** | 25 |

| | |
|---|---|
| **Strength** | 5 |
| **Stamina** | 5 |
| **Agility** | 7 |
| **Dexterity** | 7 |
| **Intelligence** | 9 |
| **Perception** | 8 |

**Merits**

Cunning Linguist (x 2)
Hot Chick
No Sick Days
Rich (x 4)
Spy

**Flaws**

Bad Driver
Low Risk
SIL: Help People
Squeamish

| | |
|---|---|
| **Shrugs** Stamina / 2 | 3 |
| **Speed** Agility + Dexterity + Running | 16 |
| **Will** (Intelligence + Stamina)/2 | 7 |
| **Initiative** (Perception + Dexterity)/2 | 8 |
| **Damage Resistance** Stamina x 2 | 10 |
| **Risk Points** Will x 10 | 60 |

| Athletics | |
|---|---|
| Acrobatics | 2 |
| Climbing | |
| Lifting | |
| Running | 2 |
| Sports | |
| Swimming | 2 |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | |
| Hand to Hand | |
| Handguns | 2 |
| Long Arms | |
| Martial Damage | |
| Melee | |
| Toughness | |

| Espionage | |
|---|---|
| Acting | 1 |
| Business | 4 |
| Communicate | 4 |
| Cryptography | 1 |
| Demolitions | 1 |
| Escapology | 1 |
| Investigation | 5 |
| Lockpicking | 1 |
| Security | 1 |
| Seduction | 4 |
| Sleight of Hand | 1 |
| Stealth | 1 |
| Streetwise | 4 |
| Survival | 1 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | 4 |
| Fabrication | |
| Music | |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | 5 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 4 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | 3 |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Polly Better

**Player Name:**

**Alias:** "Princess"

**Character History**

The daughter of an corporate CEO, Princess gathers people around her that she can ask to help the victims of her father's evil business practices, and anyone else that she can find who needs help.

**Running Speed**
Speed x 4
64 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
10 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
250 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Casual Wardrobe (2) | $200.00 | Shoulder Holster | $50.00 |
| Formal Wardrobe (3) | $1,800.00 | | |
| Warm Weather Casuals | $75.00 | | |
| Cold Weather Casuals | $125.00 | | |
| Warm Weather Formals (3) | $750.00 | | |
| Swimwear | $50.00 | | |
| Fancy Lingerie | $500.00 | | |
| Formal Footwear | $600.00 | Monthly Expenses | |
| Causal Footwear | $500.00 | Luxury Apartment | $4,000.00 |
| Intimate Footwear (5) | $1,250.00 | Great Cell Service | $75.00 |
| Satellite Phone | $300.00 | Utilities | $350.00 |
| Image Wallet | $25.00 | Maid Service | $500.00 |
| Dive Watch, Expensive | $600.00 | Internet Service | $50.00 |
| Mini HDD Player | $500.00 | | |
| Luxury Toiletries Kit | $500.00 | | |
| Stylish Sunglasses | $500.00 | | |
| Sports Car | $30,000.00 | | |
| 200 rounds 7mm Ammunition | $20.00 | | |
| 4 Clips | $20.00 | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| 7mm Semi-Auto | +1 | 10 | 15 / 30 / 40 / 80 | 12 | 3/4 lb | -0 | 0 | 30 | 1 | $300.00 |
| | | | | | | | | | | |
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## Notes

Princess is less of a character and more of a plot device. She can afford just about anything an adventuring party might need, and won't hesitate to rent a car, a truck, or a plane if it means helping people in need.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Homicidal Clown | **Eye Color:** | Blue |
| **Player Name:** | NPC | **Hair:** | Red and blue |
| **Alias:** | | **Build:** | Pudgy and humerous |
| **Gender:** | | **Height:** | 5'10" |
| **Occupation:** | Homicidal Clown | **Weight:** | 195 lbs |
| **Affiliation:** | | **Age:** | 30 |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 10 |
| **Agility** | 7 |
| **Dexterity** | 8 |
| **Intelligence** | 8 |
| **Perception** | 8 |

**Merits**

Spy
Ambidexterity
Tough as Hell (x 2)
Whip It Out
Iron Will

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 7 |
| **Speed** (Agility + Dexterity + Running) | 17 |
| **Will** ((Intelligence + Stamina)/2) | 12 |
| **Initiative** ((Perception + Dexterity)/2) | 8 |
| **Damage Resistance** (Stamina x 2) | 20 |
| **Risk Points** (Will x 10) | 120 |

**Flaws**

Psycho

| Athletics | |
|---|---|
| Acrobatics | 3 |
| Climbing | |
| Lifting | |
| Running | 2 |
| Sports | |
| Swimming | |
| Throwing | 3 |
| X Sports | 3 |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 4 |
| Handguns | 1 |
| Long Arms | |
| Martial Damage | 3 |
| Melee | 4 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | 2 |
| Business | 1 |
| Communicate | 3 |
| Cryptography | 1 |
| Demolitions | 3 |
| Escapology | 2 |
| Investigation | 1 |
| Lockpicking | 2 |
| Security | 2 |
| Seduction | 1 |
| Sleight of Hand | 5 |
| Stealth | 3 |
| Streetwise | 1 |
| Survival | 1 |

| Craft | |
|---|---|
| Art | 4 |
| Cleaning | 1 |
| Construction | |
| Cooking | 2 |
| Dancing | 2 |
| Fabrication | |
| Music | |
| Repair | |
| Rope Work | 2 |
| Sewing | |
| Styling | 3 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 1 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Homicidal Clown

**Player Name:**

**Alias:**

**Character History**

**Running Speed**
Speed x 4
64 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
11 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
3 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
5 feet

**Dead Lift**
Strength plus Lifting x 50
400 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| | | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Knife | +1 | Str +2 | Melee | Melee | 1 lb | -0 | 1 | 16 | 1 | $40.00 |
| Chicken Bomb | +1 | 25 | Str x 5 (radius 5) | 1 | 1 lb | -0 | 2 | 20 | 0 | $40.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Chemical Agent of Primus | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Security Agent | **Weight:** | |
| **Affiliation:** | Primus Corporation | **Age:** | |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 8 |
| **Agility** | 8 |
| **Dexterity** | 8 |
| **Intelligence** | 7 |
| **Perception** | 7 |

**Merits**

Tough as Hell
Deadly Aim
God of Reloading
Quick
Jack Rabbit
Spy
Superlative

**Flaws**

Physical Limitation:
Addiction to Combat Drugs

Socially Unacceptable:
Danger Junkie

Low Risk

| | |
|---|---|
| **Shrugs** Stamina / 2 | 5 |
| **Speed** Agility + Dexterity + Running | 22 |
| **Will** (Intelligence + Stamina)/2 | 7 |
| **Initiative** (Perception + Dexterity)/2 | 7 |
| **Damage Resistance** Stamina x 2 | 16 |
| **Risk Points** Will x 10 | 60 |

| Athletics | |
|---|---|
| Acrobatics | 3 |
| Climbing | 3 |
| Lifting | 3 |
| Running | 3 |
| Sports | 2 |
| Swimming | 2 |
| Throwing | 3 |
| X Sports | 2 |
| Zero-G | 2 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 3 |
| Handguns | 4 |
| Long Arms | 4 |
| Martial Damage | 3 |
| Melee | 3 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | 2 |
| Business | 1 |
| Communicate | 1 |
| Cryptography | 2 |
| Demolitions | 2 |
| Escapology | 2 |
| Investigation | 3 |
| Lockpicking | 3 |
| Security | 4 |
| Seduction | 2 |
| Sleight of Hand | 1 |
| Stealth | 3 |
| Streetwise | 2 |
| Survival | 2 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | 1 |
| Cooking | |
| Dancing | 1 |
| Fabrication | 1 |
| Music | |
| Repair | 2 |
| Rope Work | |
| Sewing | |
| Styling | 2 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | 2 |
| Chemistry | 2 |
| Computer | |
| Cybernetics | 1 |
| Electronics | |
| Engineer | |
| Genetics | 1 |
| Law | |
| Medicine | |
| Military Science | 2 |
| Naviataion | 1 |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | 1 |
| Xenology | 1 |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | 1 |
| Cars | 3 |
| Helicopter | 1 |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 3 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Chemical Agent of Primus

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 88 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 9 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 17 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 6 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 8 feet

**Dead Lift**
Strength plus Lifting x 50 — 350 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Handcuffs | $50.00 | | |
| Armor Vest, DR +10, Concealable | $300.00 | | |
| 80 rounds of 9mm ammo | $16.00 | | |
| 4 Clips | $20.00 | | |
| Shoulder Holster | $50.00 | | |
| Pneumatic Hypodermic Injector | $175.00 | | |
| "Rapid Mend" Ampules (10) | $1,000.00 | | |
| | | | |
| SUPER POWERS | | | |
| Impressive Leaping | $11,250.00 | | |
| Only 7 times a day | | | |
| Impressive Lifting | $11,250.00 | | |
| Only 7 times a day | | | |
| | | | |
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| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| 9mm Semi-Auto | +1 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $300.00 |
| Pepper Spray | +2 | * | 10 | 10 | 1 lb | -0 | 0 | 15 | 1 | $20.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

## Notes

The Rapid Mend ampules are a chemical only available to agents of Primus - one ampule can be injected with the Pneumatic Hypodermic Injector to restore one lost Shrug.

Their Impressive Leaping and Impressive Lifting abilities can be automacially activated, doubling their jumping distances or lifting capacity for one turn, up to seven times a day.

The Pepper Spray is a Flash Attack against vision, smell, and taste with a Specific Penalty of 5.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Ganymede Class Cyborg | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Enforcer | **Weight:** | |
| **Affiliation:** | Ishitawa Heavy Industries | **Age:** | |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 10 |
| **Agility** | 10 |
| **Dexterity** | 10 |
| **Intelligence** | 5 |
| **Perception** | 7 |

**Merits**

Ambidexterity
Cunning Linguist (x 2)
Cyber Enhanced
God of Reloading
Hot Chick/Dude
Tough as Hell (x 4)
Whip It Out

**Flaws**

Malleable

Personal Dedication: Ishitawa

Swims like a Brick

| | |
|---|---|
| **Shrugs** Stamina / 2 | 9 |
| **Speed** Agility + Dexterity + Running | 25 |
| **Will** (Intelligence + Stamina)/2 | 5 |
| **Initiative** (Perception + Dexterity)/2 | 10 |
| **Damage Resistance** Stamina x 2 | 25 |
| **Risk Points** Will x 10 | 50 |

| Athletics | |
|---|---|
| Acrobatics | 5 |
| Climbing | 5 |
| Lifting | 3 |
| Running | 5 |
| Sports | |
| Swimming | |
| Throwing | 3 |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | 2 |
| Grappling | 4 |
| Hand to Hand | 4 |
| Handguns | 5 |
| Long Arms | 5 |
| Martial Damage | 4 |
| Melee | 5 |
| Toughness | 5 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | 1 |
| Cryptography | 3 |
| Demolitions | 3 |
| Escapology | 3 |
| Investigation | 2 |
| Lockpicking | 2 |
| Security | 3 |
| Seduction | 2 |
| Sleight of Hand | 3 |
| Stealth | 5 |
| Streetwise | 2 |
| Survival | |

| Craft | |
|---|---|
| Art | 2 |
| Cleaning | 2 |
| Construction | 2 |
| Cooking | 2 |
| Dancing | 3 |
| Fabrication | 2 |
| Music | 2 |
| Repair | 2 |
| Rope Work | |
| Sewing | |
| Styling | 2 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | 4 |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | 2 |
| Computer | 3 |
| Cybernetics | 3 |
| Electronics | 2 |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | 1 |
| Military Science | 3 |
| Naviataion | 1 |
| Occultism | |
| Parpsychology | |
| Physics | 1 |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 3 |
| Helicopter | 2 |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 3 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Ganymede Class Cyborg

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
100 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
18 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
4 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
7 feet

**Dead Lift**
Strength plus Lifting x 50
550 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| 240 rounds 4.6mm ammunition | $120.00 | | |
| Clips (4) | $20.00 | | |
| Retracting Shoulder Holster | $75.00 | | |
| | | | |
| CYBERWARE | | | |
| Ganymede Class Full Converson | $1.5 million | | |
| Cyber-Armor (DR +5) | $1,250.00 | | |
| Knuckle Bash | $400.00 | | |
| Cyberclaws | $500.00 | | |
| IR Vision | $7,000.00 | | |
| Ultra Violet Vision | $4,000.00 | | |
| Reinforced Striking Surfaces | $20,000.00 | | |
| Implant Communicator (Mil-Spec) | $2,000.00 | | |
| Bio Wi-Fi Node | $800.00 | | |
| Cyber-Link | $2,000.00 | | |
| Implanted Computer | $4,000.00 | | |
| Optical Interferometry Package | $1,200.00 | | |
| Audio Listening Cortex | $600.00 | | |
| Occipital Cortex Display | $1,000.00 | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Machine Pistol | +4 | 14 | 24 / 48 / 96 / 192 | 60 | 2.5 lbs | -2 | 2 | 35 | 1 | $14,144.00 |
| Knuckle Bash | +0 | Str +3 | Melee | Melee | .5 lb | -0 | 0 | 22 | 1 | $400.00 |
| Cyber Claws | +1 | Str +2 | Melee | Melee | .5 lb | -0 | 2 | 20 | 1 | $500.0 |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Gray Alien | **Eye Color:** | Black |
| **Player Name:** | NPC | **Hair:** | No |
| **Alias:** | | **Build:** | Waaay too skinny |
| **Gender:** | Neutral | **Height:** | 5'4" |
| **Occupation:** | Invader | **Weight:** | 85 lbs (wet) |
| **Affiliation:** | Aliens | **Age:** | |

| | |
|---|---|
| **Strength** | 4 |
| **Stamina** | 6 |
| **Agility** | 8 |
| **Dexterity** | 10 |
| **Intelligence** | 10 |
| **Perception** | 10 |

**Merits**

Mind of Power
Steel Trap Mind
High Tech
Iron Will
Danger's Bitch (x 2)
Brain

**Flaws**

Weak as Hell
Socially Unacceptable:
Callous (Space Dicks)

| | |
|---|---|
| **Shrugs** Stamina / 2 | 2 |
| **Speed** Agility + Dexterity + Running | 19 |
| **Will** (Intelligence + Stamina)/2 | 11 |
| **Initiative** (Perception + Dexterity)/2 | 10 |
| **Damage Resistance** Stamina x 2 | 12 |
| **Risk Points** Will x 10 | 130 |

| Athletics | |
|---|---|
| Acrobatics | 2 |
| Climbing | |
| Lifting | |
| Running | 1 |
| Sports | |
| Swimming | |
| Throwing | 2 |
| X Sports | |
| Zero-G | 3 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 1 |
| Hand to Hand | 1 |
| Handguns | 2 |
| Long Arms | 1 |
| Martial Damage | 2 |
| Melee | 1 |
| Toughness | 2 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | 2 |
| Demolitions | |
| Escapology | |
| Investigation | 2 |
| Lockpicking | |
| Security | 4 |
| Seduction | |
| Sleight of Hand | |
| Stealth | 1 |
| Streetwise | |
| Survival | 2 |

| Craft | |
|---|---|
| Art | 1 |
| Cleaning | 2 |
| Construction | 5 |
| Cooking | |
| Dancing | |
| Fabrication | 5 |
| Music | |
| Repair | 5 |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | 5 |
| Use Powers | |

| Science | |
|---|---|
| Academics | 4 |
| Astrogation | 3 |
| Biology | 5 |
| Chemistry | 6 |
| Computer | 5 |
| Cybernetics | 4 |
| Electronics | 4 |
| Engineer | 5 |
| Genetics | 7 |
| Law | 1 |
| Medicine | 5 |
| Military Science | 1 |
| Naviataion | 1 |
| Occultism | 1 |
| Parpsychology | 3 |
| Physics | 7 |
| Psychology | 2 |
| Xenology | 2 |

| Vehicles | |
|---|---|
| Anthro | 1 |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | 2 |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | 2 |
| Space Shuttle | 2 |
| Starships | 3 |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Gray Alien

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
76 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
12 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
200 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Starship | Yes | | |
| High Tech Lab (+4) | Yes | | |
| High Tech Wonder Tools (+4) | Yes | | |
| | | | |
| PSIONIC DISCIPLINES | | | |
| Telepathy | $10,000.00 | | |
| Mind Armor | $5,000.00 | | |
| Mind Probe | $20,000.00 | | |
| Mind Blast | $4,000.00 | | |
| Thought Knife | $8,000.00 | | |
| | | | |
| | | | |
| | | | |
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| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Stun Pistol | +2 | 20 | 100 / 200 / 400 / 800 | 40 | 1 lb | -0 | 2 | 18 | 1 | $3,000.00 |
| | | | | | | | | | | |
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| | | | | | | | | | | |

## Notes

This is the classic Alien Abductor. They usually show up in groups of three to five, and they REALLY love to probe things. They don't really care how things feel about being probed... they're dicks like that.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Vat Dog | **Eye Color:** | Glowing Green |
| **Player Name:** | NPC | **Hair:** | Light brown to black |
| **Alias:** | "Doom Puppy" | **Build:** | Really Muscular |
| **Gender:** | | **Height:** | 4'2" |
| **Occupation:** | Security Guard | **Weight:** | 150 lbs |
| **Affiliation:** | Primus Corporation | **Age:** | 1 week to 1 year |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 7 |
| **Agility** | 6 |
| **Dexterity** | 6 |
| **Intelligence** | 3 |
| **Perception** | 10 |

**Merits**

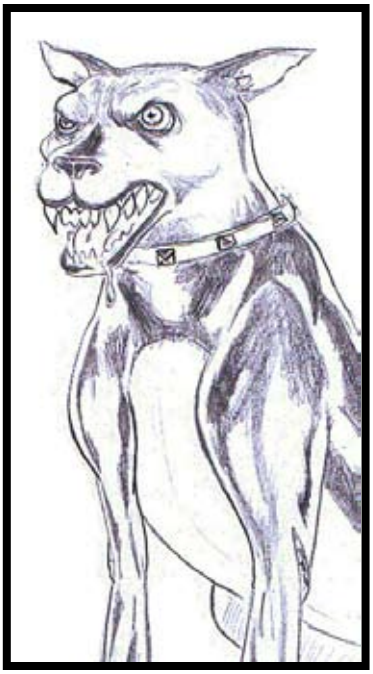
Jackrabbit
Cyber Enhanced
Superlative

**Flaws**

Personal Dedication:
Primus Corporation

Physical Limitation:
No Hands

Psycho



| | |
|---|---|
| **Shrugs** (Stamina / 2) | 4 |
| **Speed** (Agility + Dexterity + Running) | 16 |
| **Will** ((Intelligence + Stamina)/2) | 5 |
| **Initiative** ((Perception + Dexterity)/2) | 8 |
| **Damage Resistance** (Stamina x 2) | 14 |
| **Risk Points** (Will x 10) | 50 |

| Athletics | |
|---|---|
| Acrobatics | 3 |
| Climbing | 1 |
| Lifting | |
| Running | 4 |
| Sports | |
| Swimming | 2 |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 3 |
| Handguns | |
| Long Arms | |
| Martial Damage | 3 |
| Melee | |
| Toughness | 3 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | 1 |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 1 |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | 2 |
| Streetwise | |
| Survival | 3 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | 2 |
| Use Psionics | |
| Use Powers | 2 |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | 1 |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Vat Dog

**Player Name:** NPC

**Alias:** "Doom Puppy"

**Character History**

**Running Speed**
Speed x 4
128 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
8 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
14 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
5 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
8 feet

**Dead Lift**
Strength plus Lifting x 50
350 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Very Nice Spiked Collar | $50.00 | | |
| | | | |
| SUPER POWERS | | | |
| Regenearation Class F | $750.00 | | |
| Sensitive Nose | $20,000.00 | | |
| Track by Hearing | $15,000.00 | | |
| Impressive Sprinting | $10,000.00 | | |
| | | | |
| CYBERWARE | | | |
| Implanted Computer | $4,000.00 | | |
| Implanted Communicator | $600.00 | | |
| Cyber Eyes (2) | $10,000.00 | | |
| Infra-Red Vision | $7,000.00 | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Bite | +0 | 10 | Melee | Melee | - | - | 1 | - | - | - |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

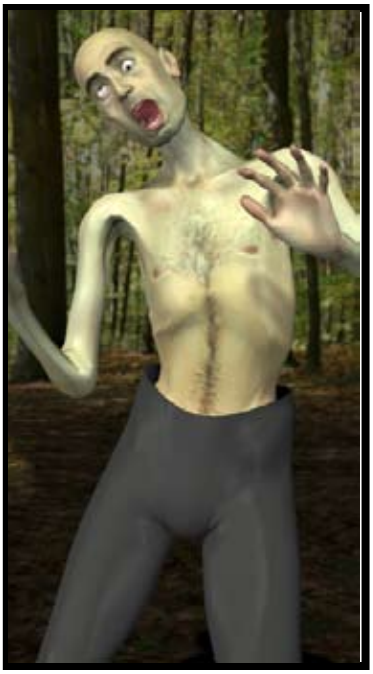
| | | | |
|---|---|---|---|
| **Character Name:** | Bio Zombie | **Eye Color:** | Occasionally |
| **Player Name:** | NPC | **Hair:** | Falling out |
| **Alias:** | "Squishy Deader" | **Build:** | Emaciated or worse |
| **Gender:** | | **Height:** | |
| **Occupation:** | Walking Dead | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 5 |
| **Stamina** | 5 |
| **Agility** | 6 |
| **Dexterity** | 4 |
| **Intelligence** | 1 |
| **Perception** | 5 |

**Flaws**

Butt Ugly
Strongly Scented

**Merits**



| | |
|---|---|
| **Shrugs** Stamina / 2 | - |
| **Speed** Agility + Dexterity + Running | 11 |
| **Will** (Intelligence + Stamina)/2 | 3 |
| **Initiative** (Perception + Dexterity)/2 | No |
| **Damage Resistance** Stamina x 2 | 12 |
| **Risk Points** Will x 10 | - |

| Athletics | |
|---|---|
| Acrobatics | 1 |
| Climbing | 1 |
| Lifting | 1 |
| Running | 1 |
| Sports | |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 2 |
| Handguns | |
| Long Arms | |
| Martial Damage | 3 |
| Melee | 1 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Bio Zombie

**Player Name:** NPC

**Alias:** "Squishy Deader"

**Character History**

**Running Speed**
Speed x 4
44 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
4 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
7 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
1 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
2 feet

**Dead Lift**
Strength plus Lifting x 50
300 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Contagious Bite | Something | | |
| Invulnerable to Non-Head Damage | Something | | |
| | | | |
| | | | |
| | | | |
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| | | | |
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| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Bite | +0 | 8 | Melee | Melee | - | - | 1 | - | - | - |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

## Notes

Only doing 1 Shrug of damage to the head of the Bio Zombie will kill it. It ignores all other damage.

The bite of th Bio Zombie is contagious... if someone who has taken at least 1 Shrug of damage from a Bio Zombie bite should be reduced to "Dead," they will rise as a Bio Zombie. A roll on Intelligence plus Medicine at a penalty of -4 will cure the bite victim, as will psionic or magical healing.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Catfish Men | **Eye Color:** | Yellow |
| **Player Name:** | NPC | **Hair:** | No |
| **Alias:** | | **Build:** | Muscular |
| **Gender:** | Male | **Height:** | 5'6" |
| **Occupation:** | Various | **Weight:** | 170 lbs |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 7 |
| **Agility** | 8 |
| **Dexterity** | 7 |
| **Intelligence** | 5 |
| **Perception** | 6 |

**Merits**

Ambidexterity
Pro Runner
Superlative
Tough as Hell
Whip it Out

**Flaws**

Socially Unacceptable:
Eye for the Ladies

| | |
|---|---|
| **Shrugs** Stamina / 2 | 4 |
| **Speed** Agility + Dexterity + Running | 17 |
| **Will** (Intelligence + Stamina)/2 | 6 |
| **Initiative** (Perception + Dexterity)/2 | 6 |
| **Damage Resistance** Stamina x 2 | 14 |
| **Risk Points** Will x 10 | 60 |

| Athletics | |
|---|---|
| Acrobatics | 2 |
| Climbing | |
| Lifting | 2 |
| Running | 2 |
| Sports | |
| Swimming | 4 |
| Throwing | 1 |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 2 |
| Handguns | 2 |
| Long Arms | |
| Martial Damage | 2 |
| Melee | 2 |
| Toughness | 3 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | 1 |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 1 |
| Lockpicking | 1 |
| Security | |
| Seduction | 2 |
| Sleight of Hand | |
| Stealth | 2 |
| Streetwise | 1 |
| Survival | 3 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | 2 |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | 1 |
| Cybernetics | |
| Electronics | 1 |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 2 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Catfish Man

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 68 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 10 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 20 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 8 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 16 feet

**Dead Lift**
Strength plus Lifting x 50 — 450 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| SUPER POWERS | | | |
| Ignore Suffocation | $20,000.00 | | |
| Ignore Pressure Differential | $20,000.00 | | |
| Regeneration Class D | $2,250.00 | | |
| Impressive Leaping | $15,000.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
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**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Genome Ghoul | **Eye Color:** | Red |
| **Player Name:** | NPC | **Hair:** | Bald |
| **Alias:** | | **Build:** | Emaciated |
| **Gender:** | | **Height:** | |
| **Occupation:** | Genetic Abberation | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 10 |
| **Agility** | 10 |
| **Dexterity** | 7 |
| **Intelligence** | 3 |
| **Perception** | 6 |

**Merits**

Jackrabbit
Quick
Kicks like a Mule
Haymaker
Tough as Hell (x 2)
Superlative

**Flaws**

Low Tech
Strongly Scented
Socially Unacceptable:
Cannibals

| | |
|---|---|
| **Shrugs** Stamina / 2 | 7 |
| **Speed** Agility + Dexterity + Running | 23 |
| **Will** (Intelligence + Stamina)/2 | 6 |
| **Initiative** (Perception + Dexterity)/2 | 6 |
| **Damage Resistance** Stamina x 2 | 25 |
| **Risk Points** Will x 10 | 60 |

| Athletics | |
|---|---|
| Acrobatics | 3 |
| Climbing | 2 |
| Lifting | 1 |
| Running | 3 |
| Sports | |
| Swimming | 1 |
| Throwing | 1 |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 2 |
| Handguns | |
| Long Arms | |
| Martial Damage | 3 |
| Melee | 2 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | 2 |
| Investigation | |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | 4 |
| Streetwise | |
| Survival | 3 |

| Craft | |
|---|---|
| Art | 1 |
| Cleaning | |
| Construction | 1 |
| Cooking | |
| Dancing | 1 |
| Fabrication | 1 |
| Music | 1 |
| Repair | |
| Rope Work | 1 |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | 1 |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Genome Ghoul

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 184 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 30 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 26 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 10 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 14 feet

**Dead Lift**
Strength plus Lifting x 50 — 450 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| SUPER POWERS | | | |
| Impressive Leaping | $15,000.00 | | |
| Impressive Sprinting | $10,000.00 | | |
| Personal Defense Alpha (x 5) | $1,250.00 | | |
| Sensitive Nose | $20,000.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
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## Notes

Genome Ghouls aren't so much a monster as a tragic human defense mechanism. Apparently, there is a gene sequence deep in human "junk" DNA which activates the tendency to become a Genome Ghoul. They can be found wherever there is genetic manipulation of humans going on, by humans or by aliens. Failing attempts at genetic manipulation creates Genome Ghouls about ten percent of the time.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Mumbler | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | Male | **Height:** | |
| **Occupation:** | | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 8 |
| **Agility** | 6 |
| **Dexterity** | 8 |
| **Intelligence** | 6 |
| **Perception** | 6 |

**Merits**

Ambidextrous
Deadly Aim
God of Reloading
Mind of Power
Spell Slinger
Whip It Out

**Flaws**

Butt Ugly

Personal Dedication:
The Master

Physical Limitation:
Can only mumble

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 4 |
| **Speed** (Agility + Dexterity + Running) | 16 |
| **Will** ((Intelligence + Stamina)/2) | 7 |
| **Initiative** ((Perception + Dexterity)/2) | 7 |
| **Damage Resistance** (Stamina x 2) | 16 |
| **Risk Points** (Will x 10) | 70 |

| Athletics | |
|---|---|
| Acrobatics | 1 |
| Climbing | 2 |
| Lifting | 1 |
| Running | 2 |
| Sports | |
| Swimming | 1 |
| Throwing | |
| X Sports | 1 |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 4 |
| Hand to Hand | 2 |
| Handguns | 3 |
| Long Arms | 4 |
| Martial Damage | 3 |
| Melee | 2 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | 1 |
| Escapology | |
| Investigation | 1 |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | 3 |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | 1 |
| Cooking | |
| Dancing | |
| Fabrication | 1 |
| Music | |
| Repair | 1 |
| Rope Work | 1 |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | 1 |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | 1 |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | 3 |
| Parpsychology | 3 |
| Physics | |
| Psychology | |
| Xenology | 2 |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 1 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 1 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | 1 |

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allen pay (order #1043368)

**Character Name:** Mumbler

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 64 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 4 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 5 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 4 feet

**Dead Lift**
Strength plus Lifting x 50 — 450 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Armored Coat (DR +10) (WWII) | $500.00 | 400 rounds .45 ammunition | $200.00 |
| Combat Helmet (DR +20) | $405.00 | Clips (10) | $50.00 |
| Gas Mask | $100.00 | Ammo Belt (Holds 10 Clips) | $75.00 |
| | | | |
| PSIONIC DISCIPLINES | | | |
| Telepathy | $10,000.00 | | |
| | | | |
| MAGIC SPELLS | | | |
| Summon Minor Spirit | $30,000.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| .45 Submachine Gun | +2 | 15 | 30 / 60 / 120 / 240 | 40 | 3 lbs | -2 | 0 | 25 | 1 | $3,500.00 |
| | | | | | | | | | | |
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## Notes

Formerly German soldiers during WWI, Mumblers are the victims of a summoned entity that overwhelmed their position and turned them into its obedient servants. They are emaciated and scabrous beings with yellow skin, almost always wearing their trench coats. They serve the summoned entity, "The Master," with a fanatical devotion. Though, theoretically, there should only be a small number of mumblers, their numbers never really seem to decrease.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Beyond Thing | **Eye Color:** | Many and varied |
| **Player Name:** | NPC | **Hair:** | No |
| **Alias:** | | **Build:** | Huge Monster |
| **Gender:** | Not Applicable | **Height:** | Fifteen feet (fifty feet long) |
| **Occupation:** | World Slaying Monster | **Weight:** | Three Tons |
| **Affiliation:** | | **Age:** | Ageless |

| | |
|---|---|
| **Strength** | 10 |
| **Stamina** | 10 |
| **Agility** | 8 |
| **Dexterity** | 10 |
| **Intelligence** | 10 |
| **Perception** | 10 |

**Merits**

Iron Will
Mind of Power
Spell Slinger
Superlative
Steel Trap Mind
Tough as Hell (x 5)

| | |
|---|---|
| **Shrugs** Stamina / 2 | 10 |
| **Speed** Agility + Dexterity + Running | 18 |
| **Will** (Intelligence + Stamina)/2 | 13 |
| **Initiative** (Perception + Dexterity)/2 | 10 |
| **Damage Resistance** Stamina x 2 | 20 |
| **Risk Points** Will x 10 | 130 |

**Flaws**

Physical Limitation:
Can be magically bound
Butt Ugly
Wanted by Outer Lords
Wanted by Aliens
Wanted by Earth's Pantheons

| Athletics | |
|---|---|
| Acrobatics | 4 |
| Climbing | 4 |
| Lifting | 6 |
| Running | |
| Sports | |
| Swimming | 6 |
| Throwing | 4 |
| X Sports | |
| Zero-G | 6 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 6 |
| Hand to Hand | 6 |
| Handguns | |
| Long Arms | |
| Martial Damage | 5 |
| Melee | 4 |
| Toughness | 6 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | 2 |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | 4 |
| Cooking | |
| Dancing | |
| Fabrication | 4 |
| Music | |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | 6 |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | 6 |
| Use Powers | 6 |

| Science | |
|---|---|
| Academics | |
| Astrogation | 5 |
| Biology | 5 |
| Chemistry | 5 |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | 5 |
| Law | |
| Medicine | 5 |
| Military Science | |
| Naviataion | |
| Occultism | 7 |
| Parpsychology | 7 |
| Physics | 7 |
| Psychology | |
| Xenology | 3 |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Beyond Thing

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 72 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 60 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 20 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 130 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 40 feet

**Dead Lift**
Strength plus Lifting x 50 — 8,000 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| SUPER POWERS | | MAGICAL SPELLS | |
| Shapemorph Alpha | $25,000.00 | Obliteration | $100,000.00 |
| Clothing Also (Beta) | $10,000.00 | Call Mammals | $2,000.00 |
| Sticktoitiveness | $15,000.00 | Vigorous Hide | $8,000.00 |
| Sharpness | $10,000.00 | Flame Blast | $5,000.00 |
| Ignore Suffocaton | $20,000.00 | Summon Greater Spirit | $50,000.00 |
| Ignore Pressure Differential | $20,000.00 | | |
| Ignore Extreme Cold | $25,000.00 | PSIONIC DISCIPLINES | |
| Ignore Radiation | $30,000.00 | Telepathy | $10,000.00 |
| Ignore Re-Entry | $10,000.00 | Mind Probe | $20,000.00 |
| Regeneration Class C | $15,000.00 | Mind Blast | $4,000.00 |
| Super Lifting | $60,000.00 | Mind Armor | $5,000.00 |
| Super Leaping | $50,000.00 | Thought Knife | $8,000.00 |
| Extra Limbs (6) | $120,000.00 | Group Link | $5,000.00 |
| "Naughty Tentacles" (2) | $20,000.00 | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
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| | | | | | | | | | | |

## Notes

A True Monster from the Outside. Capable of looking like any human it wishes, able to throw magic, use psionics, and survive unaided in space. Not the kind of thing that adventurers are likely to encounter on a chance trip to 7-11... or maybe it is.

Not To Be Used Lightly.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Radiation Hillbillies | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | "Radbillies" | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Radioactive Moonshiners | **Weight:** | |
| **Affiliation:** | Family | **Age:** | |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 7 |
| **Agility** | 7 |
| **Dexterity** | 8 |
| **Intelligence** | 3 |
| **Perception** | 7 |

**Flaws**
Butt Ugly
Psycho
Low Risk
Strongly Scented
Very Fertile or Infertile

**Merits**
Superlative
Tough as Hell (x 2)
Iron Will
Bad Ass

| | |
|---|---|
| **Shrugs** Stamina / 2 | 6 |
| **Speed** Agility + Dexterity + Running | 17 |
| **Will** (Intelligence + Stamina)/2 | 8 |
| **Initiative** (Perception + Dexterity)/2 | 7 |
| **Damage Resistance** Stamina x 2 | 14 |
| **Risk Points** Will x 10 | 80 |

| Athletics | |
|---|---|
| Acrobatics | 2 |
| Climbing | 3 |
| Lifting | 2 |
| Running | 2 |
| Sports | |
| Swimming | |
| Throwing | 3 |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | 3 |
| Grappling | 3 |
| Hand to Hand | 3 |
| Handguns | 1 |
| Long Arms | 3 |
| Martial Damage | 3 |
| Melee | 2 |
| Toughness | 4 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | |
| Lockpicking | 1 |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | 3 |
| Streetwise | |
| Survival | 3 |

| Craft | |
|---|---|
| Art | 1 |
| Cleaning | 1 |
| Construction | 1 |
| Cooking | 1 |
| Dancing | 1 |
| Fabrication | 1 |
| Music | 1 |
| Repair | 3 |
| Rope Work | 2 |
| Sewing | 1 |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | 1 |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 2 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 1 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Radiation Hillbillies

**Player Name:** NPC

**Alias:** "Radbillies"

**Character History**

**Running Speed**
Speed x 4
68 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
5 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
10 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
1,000 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| 10 gauge shells (25) | $10.00 | | |
| | | | |
| SUPER POWERS | | | |
| Impressive Lifting | $15,000.00 | | |
| Sensitive Nose | $20,000.00 | | |
| Track by Ear | $15,000.00 | | |
| | | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Fire Axe | +0/+1 | Str +4 / +5 | Melee | Melee | 5 lbs | -0 | 1 | 16 | 2 | $106.00 |
| Cheapass 12 gauge dbl | +1 | 18 | 14 / 19 / 43 / 76 | 2 | 5 lbs | -1 | 0 | 30 | 1 | $135.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

## Notes

What happens when you give a hillbilly's moonshine still a little help from Nuclear Energy? Why, you get Radbillies! They live in isolated communities in almost every country, often near sheds and/or trailers. You've never known fear until that voice out of the underbrush says "I've got a bone to pick you with, HEE HAW!"



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Fledgling Vampire | **Eye Color:** | Red |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Blood Sucker | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 7 |
| **Agility** | 8 |
| **Dexterity** | 7 |
| **Intelligence** | 6 |
| **Perception** | 8 |

**Merits**

Tough as Hell (x 3)
Haymaker
Jock
Bad-Ass
Danger's Bitch
A Whore in the Bedroom
Deadly Aim
Superlative

**Flaws**

Physical Limitation:
Must Feed on Blood

Physical Limitation:
Can not bear Sunlight

Infertile

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 7 |
| **Speed** (Agility + Dexterity + Running) | 22 |
| **Will** (Intelligence + Stamina)/2 | 6 |
| **Initiative** (Perception + Dexterity)/2 | 7 |
| **Damage Resistance** (Stamina x 2) | 19 |
| **Risk Points** (Will x 10) | 70 |

| Athletics | |
|---|---|
| Acrobatics | 4 |
| Climbing | 7 |
| Lifting | 7 |
| Running | 7 |
| Sports | 3 |
| Swimming | 2 |
| Throwing | 2 |
| X Sports | 1 |
| Zero-G | 1 |

| Combat | |
|---|---|
| Archaic Ranged | 1 |
| Grappling | 3 |
| Hand to Hand | 3 |
| Handguns | 1 |
| Long Arms | 1 |
| Martial Damage | 4 |
| Melee | 3 |
| Toughness | 5 |

| Espionage | |
|---|---|
| Acting | 1 |
| Business | |
| Communicate | 2 |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 1 |
| Lockpicking | |
| Security | |
| Seduction | 7 |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | 1 |

| Craft | |
|---|---|
| Art | 2 |
| Cleaning | 1 |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | 1 |
| Repair | |
| Rope Work | 1 |
| Sewing | |
| Styling | 3 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | 2 |

| Science | |
|---|---|
| Academics | 3 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | 2 |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Fledgling Vampire

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
176 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
12 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
30 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
6 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
12 feet

**Dead Lift**
Strength plus Lifting x 50
760 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| SUPER POWERS | | | |
| Sharpness | $10,000.00 | | |
| Sensitive Nose | $20,000.00 | | |
| Track by Ear | $15,000.00 | | |
| Personal Durability Alpha (x 5) | $1,250.00 | | |
| Personal Durability Beta (x 2) | $4,000.00 | | |
| Impressive Leaping | $15,000.00 | | |
| Impressive Sprinting | $10,000.00 | | |
| Regeneration Class B | $50,000.00 | | |
| Infra Red Vision | $20,000.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
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## Notes

This is a vampire that hasn't been a vampire for very long, and has not fully developed its powers. It does not require food and water, but must consume blood. Substitute Blood for Food AND Water when using the Hunger and Thirst rules. Sunlight is also a problem for Vampires... they treat Direct Sunlight as a Gamma Radiation source.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Nemesis Class Cyborg | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | Death on Legs | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Merciless Killing Machine | **Weight:** | |
| **Affiliation:** | Margolis Data Physics | **Age:** | |

| | |
|---|---|
| **Strength** | 10 |
| **Stamina** | 10 |
| **Agility** | 8 |
| **Dexterity** | 10 |
| **Intelligence** | 6 |
| **Perception** | 8 |

**Merits**

Bad Ass
Ambidexterity
Whip it Out
Deadly Aim
Tough as Hell (x 2)
Haymaker
Cyber Enhanced

**Flaws**

Butt Ugly
Personal Dedication:
Margolis Data Physics
Malleable

| | |
|---|---|
| **Shrugs** Stamina / 2 | 9 |
| **Speed** Agility + Dexterity + Running | 21 |
| **Will** (Intelligence + Stamina)/2 | 6 |
| **Initiative** (Perception + Dexterity)/2 | 9 |
| **Damage Resistance** Stamina x 2 | 30 |
| **Risk Points** Will x 10 | 60 |

| Athletics | |
|---|---|
| Acrobatics | 3 |
| Climbing | |
| Lifting | 6 |
| Running | 3 |
| Sports | |
| Swimming | |
| Throwing | 3 |
| X Sports | |
| Zero-G | 2 |

| Combat | |
|---|---|
| Archaic Ranged | 1 |
| Grappling | 3 |
| Hand to Hand | 4 |
| Handguns | 5 |
| Long Arms | 7 |
| Martial Damage | 5 |
| Melee | 3 |
| Toughness | 5 |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | 1 |
| Cryptography | 4 |
| Demolitions | 4 |
| Escapology | 1 |
| Investigation | 2 |
| Lockpicking | |
| Security | 4 |
| Seduction | |
| Sleight of Hand | |
| Stealth | 3 |
| Streetwise | |
| Survival | 1 |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | 2 |
| Cooking | |
| Dancing | |
| Fabrication | 2 |
| Music | |
| Repair | 2 |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | 3 |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | 1 |
| Chemistry | 1 |
| Computer | 3 |
| Cybernetics | 1 |
| Electronics | 1 |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | 4 |
| Naviataion | 1 |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 2 |
| Helicopter | 2 |
| Hover Craft | |
| Jet Pack | 2 |
| Jet Plane | |
| Motorcycle | 2 |
| Prop Plane | |
| Remote | 2 |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Nemesis Class Cyborg

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 84 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 6 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 14 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 3 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 6 feet

**Dead Lift**
Strength plus Lifting x 50 — 800 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| CYBERWARE | | 5.56 ammunition (800 rounds) | $54.00 |
| Occipital Cortex Display Matrix | $1,000.00 | 10 Clips | $50.00 |
| Audio Cortex Listening Matrix | $600.00 | Ammunition Storage Belt | $65.00 |
| Implanted Computer | $4,000.00 | | |
| Cyver-Link | $2,000.00 | | |
| Bio Wi-Fi Node | $800.00 | | |
| Implant Communicator (Mil-Spec) | $2,000.00 | | |
| Infra Red Vision | $7,500.00 | | |
| Telescopic Vision | $4,000.00 | | |
| High/Low Frequency Hearing | $5,500.00 | | |
| Cyberblade | $1,000.00 | | |
| Cyber Gun Class X | $125,000.00 | | |
| Secundus Full Conversion Package | $1,000,000.00 | | |
| Boosted Strength +2 | $14,000.00 | | |
| Boosted Stamina +2 | $14,000.00 | | |
| Boosted Dex +2 | $25,000.00 | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Cyberblade | +1 | Str +4 | Melee | Melee | 1 lb | -0 | 2 | 25 | 2 | $1,000.00 |
| Cybergun Class X | +3 | 25 | 100 / 200 / 400 / 800 | 40 | 1 lb | -0 | 3 | 35 | 2 | $125,000.00 |
| 5.56 Pro Asssault Rifle | +2 | 16 | 160 / 320 / 640 / 1,280 | 80 | 8 lbs | -1 | 0 | 35 | 1 | $2,730.00 |
| | | | | | | | | | | |
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## Notes

The U.S. Governments last resort before tactical nuclear weapons. The fearsome Cybergun Class X is a beam weapon that can fire single shots or three-round bursts.



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Security Guard | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Security Guard | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 6 |
| **Stamina** | 6 |
| **Agility** | 6 |
| **Dexterity** | 6 |
| **Intelligence** | 6 |
| **Perception** | 6 |

**Merits**

Drinks Like a Fish
Spy

**Flaws**

Personal Dedication: Security Firm
Horrific Slob

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 3 |
| **Speed** (Agility + Dexterity + Running) | 14 |
| **Will** (Intelligence + Stamina)/2 | 6 |
| **Initiative** (Perception + Dexterity)/2 | 6 |
| **Damage Resistance** (Stamina x 2) | 12 |
| **Risk Points** (Will x 10) | 60 |

| Athletics | |
|---|---|
| Acrobatics | 2 |
| Climbing | |
| Lifting | 2 |
| Running | 2 |
| Sports | |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 2 |
| Hand to Hand | 2 |
| Handguns | 2 |
| Long Arms | |
| Martial Damage | 2 |
| Melee | 2 |
| Toughness | 2 |

| Espionage | |
|---|---|
| Acting | 1 |
| Business | 1 |
| Communicate | 2 |
| Cryptography | 2 |
| Demolitions | 1 |
| Escapology | 1 |
| Investigation | 3 |
| Lockpicking | 2 |
| Security | 4 |
| Seduction | 1 |
| Sleight of Hand | 1 |
| Stealth | 2 |
| Streetwise | 2 |
| Survival | 1 |

| Craft | |
|---|---|
| Art | |
| Cleaning | 1 |
| Construction | 1 |
| Cooking | 1 |
| Dancing | |
| Fabrication | 1 |
| Music | |
| Repair | 1 |
| Rope Work | |
| Sewing | |
| Styling | 1 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | 1 |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | 1 |
| Medicine | 1 |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 2 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Security Guard

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
56 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
4 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
9 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
40 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Uniform | $400.00 | | |
| Clip board | $5.00 | | |
| Lunch Box | $15.00 | | |
| Paperback Novel | $6.99 | | |
| Flash Light | $20.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
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**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Corporate Security Agent | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Corporate Security Agent | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 6 |
| **Stamina** | 8 |
| **Agility** | 8 |
| **Dexterity** | 9 |
| **Intelligence** | 6 |
| **Perception** | 7 |

**Merits**
Bad Ass
Jock
Really Skilled (x 3)
Spy
Rich (x 2)
Tough as Hell

**Flaws**
Cheap Drunk
Low Risk (x 2)
OCD: Security Routines
Personal Dedication:
Corporation

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 5 |
| **Speed** (Agility + Dexterity + Running) | 21 |
| **Will** ((Intelligence + Stamina)/2) | 7 |
| **Initiative** ((Perception + Dexterity)/2) | 8 |
| **Damage Resistance** (Stamina x 2) | 16 |
| **Risk Points** (Will x 10) | 50 |

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | 4 |
| Lifting | |
| Running | 4 |
| Sports | |
| Swimming | 2 |
| Throwing | 4 |
| X Sports | |
| Zero-G | 2 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 4 |
| Hand to Hand | 4 |
| Handguns | 4 |
| Long Arms | 4 |
| Martial Damage | 5 |
| Melee | 3 |
| Toughness | 5 |

| Espionage | |
|---|---|
| Acting | |
| Business | 3 |
| Communicate | 2 |
| Cryptography | |
| Demolitions | 2 |
| Escapology | |
| Investigation | 5 |
| Lockpicking | 2 |
| Security | 6 |
| Seduction | 3 |
| Sleight of Hand | |
| Stealth | 4 |
| Streetwise | 2 |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | 1 |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | 4 |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 4 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | 4 |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | 2 |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 4 |
| Helicopter | 4 |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | 3 |
| Motorcycle | 1 |
| Prop Plane | |
| Remote | |
| Space Shuttle | 3 |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Corporate Security Agent

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
84 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
4 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
11 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
300 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Tactical Vest (+10 DR) | $300.00 | | |
| Expensive Business Wardrobe | $2,000.00 | | |
| 9mm Ammunition (56 rounds) | $41.20 | | |
| 4 Clips | $20.00 | | |
| Shoulder Holster (holds 2 clips) | $75.00 | | |
| Tanto Sheathe - Ankle | $35.00 | | |
| Pistol Concussion Grenades | $350.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Tanto | +1 | Str +2 | Melee | Melee | 1 lb | -0 | 2 | 21 | 2 | $116.00 |
| 9mm Professional | +1 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $891.00 |
| Pistol Concussion Grenade | +0 | 25 | Radius 5 | 1/8 lb | -0 | 0 | 0 | 15 | 0 | $35.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Corporate Espionage Agent | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Corporate Espionage Agent | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 7 |
| **Agility** | 9 |
| **Dexterity** | 8 |
| **Intelligence** | 8 |
| **Perception** | 8 |

**Merits**

Spy
Jock
Rich (x 2)
Cunning Linguist (x 2)
Drink Like a Fish

**Flaws**

Personal Dedication: Corporation

OCD: Checking Security

| | |
|---|---|
| **Shrugs** (Stamina / 2) | 4 |
| **Speed** (Agility + Dexterity + Running) | 21 |
| **Will** ((Intelligence + Stamina)/2) | 7 |
| **Initiative** ((Perception + Dexterity)/2) | 8 |
| **Damage Resistance** (Stamina x 2) | 14 |
| **Risk Points** (Will x 10) | 70 |

| Athletics | |
|---|---|
| Acrobatics | 5 |
| Climbing | 5 |
| Lifting | 1 |
| Running | 4 |
| Sports | 1 |
| Swimming | 3 |
| Throwing | 3 |
| X Sports | 2 |
| Zero-G | 2 |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 4 |
| Handguns | 3 |
| Long Arms | 4 |
| Martial Damage | 4 |
| Melee | 3 |
| Toughness | 3 |

| Espionage | |
|---|---|
| Acting | 4 |
| Business | 2 |
| Communicate | 3 |
| Cryptography | 5 |
| Demolitions | 4 |
| Escapology | 5 |
| Investigation | 5 |
| Lockpicking | 5 |
| Security | 5 |
| Seduction | 4 |
| Sleight of Hand | 4 |
| Stealth | 6 |
| Streetwise | 4 |
| Survival | 3 |

| Craft | |
|---|---|
| Art | |
| Cleaning | 3 |
| Construction | |
| Cooking | |
| Dancing | 1 |
| Fabrication | |
| Music | |
| Repair | 3 |
| Rope Work | |
| Sewing | |
| Styling | 2 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 4 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | 4 |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | 1 |
| Naviataion | 1 |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | 1 |
| Cars | 3 |
| Helicopter | 2 |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 4 |
| Prop Plane | 1 |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | 1 |
| Ultra Light | 2 |

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allen pay (order #1043368)

**Character Name:** Corporate Espionage Agent

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4 — 4 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 21 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 7 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 8 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 14 feet

**Dead Lift**
Strength plus Lifting x 50 — 70 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Business Wardrobe | $2,000.00 | | |
| Tactical Vest (+10 DR) | $300.00 | | |
| Security Tools | $300.00 | | |
| Laptop | $2,000.00 | | |
| Stealth Suit (Black Wardrobe) | $1,500.00 | | |
| 9mm Ammunition (52 rounds) | $41.50 | | |
| 4 Clips | $20.00 | | |
| .22 Ammunition (6 rounds) | $0.30 | | |
| Shoulder Holster (9 mm) | $50.00 | | |
| Ankle Holster (.22) | $35.00 | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| 9mm Professional | +1 | 12 | 18 / 24 / 48 / 96 | 14 | 1 lb | -0 | 0 | 30 | 1 | $891.00 |
| .22 Revolver | +0 | 10 | 15 / 20 / 40 / 80 | 6 | 1 lb | -0 | 0 | 30 | 2 | $100.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Cyborg Ninja | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | "Ninjorg" | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Assassin | **Weight:** | |
| **Affiliation:** | High-Tech Ninja Clan | **Age:** | |

| | |
|---|---|
| **Strength** | 7 |
| **Stamina** | 8 |
| **Agility** | 10 |
| **Dexterity** | 8 |
| **Intelligence** | 6 |
| **Perception** | 7 |

**Merits**

Bad Ass
Cyber-Enhanced
Deadly Aim
Fast
High-Tech
I Know Kung Fu
Really Skilled

**Flaws**

Personal Dedication:
Ninja Clan
Wanted

| | |
|---|---|
| **Shrugs** Stamina / 2 | 4 |
| **Speed** Agility + Dexterity + Running | 30 |
| **Will** (Intelligence + Stamina)/2 | 7 |
| **Initiative** (Perception + Dexterity)/2 | 14 |
| **Damage Resistance** Stamina x 2 | 26 |
| **Risk Points** Will x 10 | 70 |

| Athletics | |
|---|---|
| Acrobatics | 4 |
| Climbing | 3 |
| Lifting | |
| Running | 2 |
| Sports | |
| Swimming | 2 |
| Throwing | 4 |
| X Sports | |
| Zero-G | 2 |

| Combat | |
|---|---|
| Archaic Ranged | 3 |
| Grappling | 4 |
| Hand to Hand | 4 |
| Handguns | |
| Long Arms | |
| Martial Damage | 3 |
| Melee | 3 |
| Toughness | 3 |

| Espionage | |
|---|---|
| Acting | 3 |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | 3 |
| Escapology | 3 |
| Investigation | 3 |
| Lockpicking | |
| Security | 3 |
| Seduction | |
| Sleight of Hand | 2 |
| Stealth | 5 |
| Streetwise | 2 |
| Survival | |

| Craft | |
|---|---|
| Art | 2 |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | 2 |
| Repair | 4 |
| Rope Work | 3 |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | 4 |
| Use Cyberware | 3 |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | 2 |
| Cybernetics | 3 |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | 2 |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 3 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | 2 |
| Jet Plane | |
| Motorcycle | 3 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Cyborg Ninja

**Player Name:** NPC

**Alias:** "Ninjorg"

**Character History**

**Running Speed**
Speed x 4 — 120 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — 7 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — 19 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — 6 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — 12 feet

**Dead Lift**
Strength plus Lifting x 50 — 350 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| 9mm Ammunition (200 rounds) | $150.00 | MARTIAL ARTS MANEUVERS | |
| 4 Clips | $20.00 | Kicking Practics | $4,000.00 |
| Retracting Shoulder Holster | $75.00 | Iron Shirt (x 5) | $1,000.00 |
| Ninja Wardrobe | $2,000.00 | All Knees and Elbows | $6,000.00 |
| Laser Designator (Modular) | $150.00 | Leaping Kick | $20,000.00 |
| Custom Suppressor (-7) | $900.00 | The Off Button | $15,000.00 |
| | | Mode of Operation | $30,000.00 |
| CYBERWARE | | | |
| Occipital Display Matrix | $1,000.00 | | |
| Audio Cortex Listening Matrix | $600.00 | | |
| Bio Wi-Fi Node | $800.00 | | |
| Cyber Link | $2,000.00 | | |
| Adrenal "Zone" Modification | $6,500.00 | | |
| Dermal Carbon Fiber Weave (+5 DR) | $1,250 | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| Ninja-To | +1 / +2 | Str +2 / +3 | Melee | Melee | 5 lbs | -0 | 1 | 18 | 1 | $250.00 |
| Ninja-To Scabbard | +0 / +1 | Str +1 / +2 | Melee | Melee | 3 lbs | -0 | 0 | 20 | 1 | $64.00 |
| 9mm Corp Special | +2 | 12 | 18 / 24 / 48 / 96 | 50 | 1.5 lbs | -1 | 0 | 25 | 1 | $6,630.00 |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Minor Demon | **Eye Color:** | Red |
| **Player Name:** | NPC | **Hair:** | Rusty Red (Variable) |
| **Alias:** | Succubus | **Build:** | Curvy (Variable) |
| **Gender:** | Female | **Height:** | 5'11" (Variable) |
| **Occupation:** | Temptress | **Weight:** | 145 lbs (Variable) |
| **Affiliation:** | Hell | **Age:** | Ageless / Youthful |

| | |
|---|---|
| **Strength** | 8 |
| **Stamina** | 10 |
| **Agility** | 8 |
| **Dexterity** | 10 |
| **Intelligence** | 8 |
| **Perception** | 10 |

**Merits**

A Whore in the Bedroom
Hot Chick
Iron Will
Spy
Spell Slinger
Mind of Power
Superlative
Cunning Linguist (x 3)

**Flaws**

Socially Unacceptable:
1. Eye for the Guys
2. Soul Stealer
3. Seductress

OCD: Carnal Humor
Very Fertile

| | |
|---|---|
| **Shrugs**<br>Stamina / 2 | 5 |
| **Speed**<br>Agility + Dexterity + Running | 22 |
| **Will**<br>(Intelligence + Stamina)/2 | 12 |
| **Initiative**<br>(Perception + Dexterity)/2 | 10 |
| **Damage Resistance**<br>Stamina x 2 | 20 |
| **Risk Points**<br>Will x 10 | 120 |

| Athletics | |
|---|---|
| Acrobatics | 6 |
| Climbing | 3 |
| Lifting | 3 |
| Running | 4 |
| Sports | 2 |
| Swimming | 2 |
| Throwing | 2 |
| X Sports | 2 |
| Zero-G | 6 |

| Combat | |
|---|---|
| Archaic Ranged | 2 |
| Grappling | 2 |
| Hand to Hand | 1 |
| Handguns | 1 |
| Long Arms | |
| Martial Damage | 3 |
| Melee | 2 |
| Toughness | 3 |

| Espionage | |
|---|---|
| Acting | 7 |
| Business | 2 |
| Communicate | 6 |
| Cryptography | 1 |
| Demolitions | 1 |
| Escapology | 2 |
| Investigation | 4 |
| Lockpicking | 2 |
| Security | 1 |
| Seduction | 7 |
| Sleight of Hand | 2 |
| Stealth | 4 |
| Streetwise | 4 |
| Survival | 2 |

| Craft | |
|---|---|
| Art | 4 |
| Cleaning | 3 |
| Construction | |
| Cooking | 3 |
| Dancing | 6 |
| Fabrication | 3 |
| Music | 3 |
| Repair | |
| Rope Work | 3 |
| Sewing | 6 |
| Styling | 6 |

| Special | |
|---|---|
| Do Magic | 5 |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | 5 |
| Use Powers | 5 |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | 6 |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | 4 |
| Law | 6 |
| Medicine | 3 |
| Military Science | |
| Naviataion | |
| Occultism | 5 |
| Parpsychology | 5 |
| Physics | |
| Psychology | 6 |
| Xenology | 6 |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Minor Demon

**Player Name:** NPC

**Alias:** Succubus

**Character History**

**Running Speed**
Speed x 4
88 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
7 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
17 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
4 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
7 feet

**Dead Lift**
Strength plus Lifting x 50
400 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| SUPER POWERS | | | |
| Shapemorph Alpha, With Clothes (Beta) | $35,000.00 | | |
| Winged Flight | $15,000.00 | | |
| Ignore Extreme Heat | $30,000.00 | | |
| Ignore Suffocation | $20,000.00 | | |
| Ignore Radiation | $30,000.00 | | |
| Regeneration Class B | $50,000.00 | | |
| Infra Red Vision | $20,000.00 | | |
| Fascile Tongue | $15,000.00 | | |
| | | | |
| PSIONIC DISCIPLINES | | | |
| Telepathy | $10,000.00 | | |
| Empathy | $2,500.00 | | |
| Mind Armor | $5,000.00 | | |
| | | | |
| MAGIC SPELLS | | | |
| Summon Lesser Spirit | $30,000.00 | | |
| Scry | $5,000.00 | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
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**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Hooker | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | Prostitute | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 5 |
| **Stamina** | 6 |
| **Agility** | 5 |
| **Dexterity** | 6 |
| **Intelligence** | 6 |
| **Perception** | 8 |

**Flaws**

A Whore in the Kitchen
Can't Stay Dressed
Infertile
Poor (x 2)

**Merits**

A Whore in the Bedroom
Artful
Cunning Linguist
Eat like a Bird
Hot Chick
Iron Will
No Sick Days
Really Skilled
Steel Trap Mind
Tough as Hell

| | |
|---|---|
| **Shrugs** Stamina / 2 | 4 |
| **Speed** Agility + Dexterity + Running | 13 |
| **Will** (Intelligence + Stamina)/2 | 9 |
| **Initiative** (Perception + Dexterity)/2 | 10 |
| **Damage Resistance** Stamina x 2 | 12 |
| **Risk Points** Will x 10 | 90 |

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | |
| Lifting | |
| Running | 2 |
| Sports | 2 |
| Swimming | 2 |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | 3 |
| Hand to Hand | 2 |
| Handguns | |
| Long Arms | |
| Martial Damage | 1 |
| Melee | |
| Toughness | 3 |

| Espionage | |
|---|---|
| Acting | 4 |
| Business | |
| Communicate | 3 |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 3 |
| Lockpicking | |
| Security | |
| Seduction | 5 |
| Sleight of Hand | |
| Stealth | |
| Streetwise | 4 |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | 2 |
| Fabrication | |
| Music | 1 |
| Repair | |
| Rope Work | 3 |
| Sewing | |
| Styling | 4 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | 1 |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | 2 |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 1 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Hooker

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
52 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
4 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
9 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
250 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Casual Wardrobe | $200.00 | | |
| Fancy Lingerie | $500.00 | | |
| Personal Toiletries | $50.00 | | |
| Styling Tools | $1,500.00 | | |
| Cell Phone | $20.00 | | |
| | | | |
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| | | | |
| | | | |
| | | | |

| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | Average Bystander | **Eye Color:** | |
| **Player Name:** | NPC | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | | **Weight:** | |
| **Affiliation:** | | **Age:** | |

| | |
|---|---|
| **Strength** | 5 |
| **Stamina** | 5 |
| **Agility** | 5 |
| **Dexterity** | 5 |
| **Intelligence** | 5 |
| **Perception** | 5 |

**Merits**

**Flaws**

| | |
|---|---|
| **Shrugs** Stamina / 2 | 3 |
| **Speed** Agility + Dexterity + Running | 11 |
| **Will** (Intelligence + Stamina)/2 | 5 |
| **Initiative** (Perception + Dexterity)/2 | 5 |
| **Damage Resistance** Stamina x 2 | 10 |
| **Risk Points** Will x 10 | 50 |

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | 1 |
| Lifting | 1 |
| Running | 1 |
| Sports | 2 |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | |
| Hand to Hand | 2 |
| Handguns | |
| Long Arms | |
| Martial Damage | |
| Melee | |
| Toughness | |

| Espionage | |
|---|---|
| Acting | |
| Business | 2 |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | 2 |
| Lockpicking | |
| Security | |
| Seduction | 2 |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | 1 |

| Craft | |
|---|---|
| Art | 1 |
| Cleaning | |
| Construction | 1 |
| Cooking | 1 |
| Dancing | 1 |
| Fabrication | |
| Music | |
| Repair | 2 |
| Rope Work | |
| Sewing | |
| Styling | 1 |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | 2 |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | 3 |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | 1 |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Anthro | |
| Boats | |
| Cars | 2 |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | 1 |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

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allen pay (order #1043368)

**Character Name:** Average Bystanders

**Player Name:** NPC

**Alias:**

**Character History**

**Running Speed**
Speed x 4
44 feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2
4 feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports
8 feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4
2 feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2
4 feet

**Dead Lift**
Strength plus Lifting x 50
250 pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
|---|---|---|---|
| Wardrobe | $500.00 | | |
| Digital Watch | $20.00 | | |
| Cell Phone | $20.00 | | |
| | | | |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
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| | | | | | | | | | | |

**Notes**



allen pay (order #1043368)

# APPENDIX 2

# Animals

They might be encountered in the woods or a jungle. You might find them in a zoo, at a circus, or lurking in the alleys of the nearest big city. Animals are ubiquitous, even in 2015.

Here are the animals that may be found during adventures (or at least a good sampling of them). These are also the animals the magic can summon, or transform a person into.



allen pay (order #1043368)

## CATS (Domestic)

| | | | |
|---|---|---|---|
| Strength | 4 | Shrugs | 3 |
| Stamina | 5 | Speed | 19 |
| Agility | 10 | Will | 4 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 10 |
| Perception | 7 | Risk | 35 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 76 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 7 | Feet |
| Grappling | | Running Broad Jump | 13 | Feet |
| Hand to Hand | 2 | High Jump | 3 | Feet |
| Investigation | 2 | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 20 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | 1 | | | |

**ABILITIES**
Sharpness
Night Vision
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

## CATS (Bobcat)

| | | | |
|---|---|---|---|
| Strength | 6 | Shrugs | 4 |
| Stamina | 7 | Speed | 18 |
| Agility | 9 | Will | 5 |
| Dexterity | 5 | Initiative | 7 |
| Intelligence | 2 | DR | 14 |
| Perception | 8 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 72 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | 3 | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 30 | Pounds |
| Martial Damage | 4 | | | |
| Melee | 4 | | | |
| Running | | | | |
| Survival | | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Night Vision
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

## CATS (Cheetah)

| | | | |
|---|---|---|---|
| Strength | 6 | Shrugs | 4 |
| Stamina | 7 | Speed | 20 |
| Agility | 9 | Will | 5 |
| Dexterity | 5 | Initiative | 7 |
| Intelligence | 2 | DR | 14 |
| Perception | 8 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 400 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | 3 | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 30 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | 6 | | | |
| Survival | 4 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Night Vision
Sensitive Nose
Track By Hearing
Extraordinary Sprinting (only in 2 mile stretches at a time)

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity



allen pay (order #1043368)

## CATS (Lion)

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 4 |
| Stamina | 8 | Speed | 15 |
| Agility | 7 | Will | 5 |
| Dexterity | 5 | Initiative | 6 |
| Intelligence | 2 | DR | 16 |
| Perception | 7 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 60 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 4 | High Jump | 2 | Feet |
| Investigation | 3 | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 400 | Pounds |
| Martial Damage | 4 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 5 | | | |
| Swimming | | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Night Vision
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**

## CATS (Tiger)

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 5 |
| Stamina | 9 | Speed | 15 |
| Agility | 7 | Will | 6 |
| Dexterity | 5 | Initiative | 6 |
| Intelligence | 2 | DR | 18 |
| Perception | 7 | Risk | 55 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 60 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 5 | High Jump | 3 | Feet |
| Investigation | 3 | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 450 | Pounds |
| Martial Damage | 4 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 5 | | | |
| Swimming | 2 | | | |
| Toughness | 5 | | | |

**ABILITIES**
Sharpness
Night Vision
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**

## HORSE (Draft)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 16 |
| Agility | 7 | Will | 6 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 2 | DR | 20 |
| Perception | 5 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 64 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 9 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | 5 | Dead Lift | 1,500 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | 2 | | | |

**ABILITIES**
Impressive Lifting
Kicking Practice
Kicks like a Mule

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## Horse (Race)

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 5 |
| Stamina | 10 | Speed | 20 |
| Agility | 8 | Will | 6 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 20 |
| Perception | 5 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 160 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 13 | Feet |
| Hand to Hand | 2 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | 3 | Dead Lift | 1,200 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | 5 | | | |
| Survival | 1 | | | |
| Swimming | | | | |
| Toughness | 3 | | | |

**ABILITIES**
Impressive Lifting
Kicking Practice
Kicks like a Mule
Impressive Sprinting

**MERITS**
Pro Runner

**FLAWS**
Physical Limitation: No Manipulaters

## HORSE (War)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 9 | Speed | 17 |
| Agility | 7 | Will | 6 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 3 | DR | 18 |
| Perception | 6 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 136 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | 3 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | 4 | Dead Lift | 1,400 | Pounds |
| Martial Damage | 5 | | | |
| Melee | | | | |
| Running | 4 | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | 4 | | | |

**ABILITIES**
Impressive Lifting
Kicking Practice
Kicks like a Mule
Impressive Sprinting

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters

## DOG (Domestic)

| | | | |
|---|---|---|---|
| Strength | 5 | Shrugs | 3 |
| Stamina | 5 | Speed | 12 |
| Agility | 6 | Will | 4 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 10 |
| Perception | 7 | Risk | 35 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 48 | Feet/turn |
| Climbing | 1 | Standing Broad Jump | 4 | Feet |
| Grappling | 2 | Running Broad Jump | 8 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | 2 | Running High Jump | 7 | Feet |
| Lifting | | Dead Lift | 25 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | | | | |
| Swimming | 1 | | | |
| Toughness | | | | |

**ABILITIES**
Sensitive Nose
Super/Sub Sonic Hearing
Sharpness

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Reduced Lifting Capacity



allen pay (order #1043368)

## DOG (Coyote)

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 7 | Speed | 15 |
| Agility | 6 | Will | 5 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 14 |
| Perception | 7 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 60 | Feet/turn |
| Climbing | 1 | Standing Broad Jump | 4 | Feet |
| Grappling | 3 | Running Broad Jump | 10 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | 2 | Running High Jump | 8 | Feet |
| Lifting | | Dead Lift | 35 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 3 | | | |
| Swimming | 1 | | | |
| Toughness | | | | |

**ABILITIES**
Sensitive Nose
Super/Sub Sonic Hearing
Sharpness

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Reduced Lifting capacity

## DOG (Wolf)

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 7 | Speed | 17 |
| Agility | 7 | Will | 5 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 14 |
| Perception | 8 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 68 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 5 | Feet |
| Grappling | 3 | Running Broad Jump | 12 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | 3 | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 35 | Pounds |
| Martial Damage | 4 | | | |
| Melee | | | | |
| Running | 4 | | | |
| Survival | 4 | | | |
| Swimming | 1 | | | |
| Toughness | | | | |

**ABILITIES**
Sensitive Nose
Super/Sub Sonic Hearing
Sharpness

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Reduced Lifting Capacity

## WHALE (Orca)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 9 | Speed | 19 |
| Agility | 8 | Will | 6 |
| Dexterity | 7 | Initiative | 7 |
| Intelligence | 3 | DR | 18 |
| Perception | 6 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Swimming Speed | 380 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 5,000 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 4 | | | |
| Toughness | | | | |

**ABILITIES**
Super Lifting
Radar Sense
Track by Ear
Super/Sub Sonic Hearing
Extraordinary Sprinting
Sharpness

**MERITS**
Pro Runner (for Swimming speed)
Speed Stat based on Swimming instead of Running
No Penalty for Tackling

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Can Not Move On Land



allen pay (order #1043368)

## WHALE (Blue)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 18 |
| Agility | 8 | Will | 7 |
| Dexterity | 7 | Initiative | 7 |
| Intelligence | 3 | DR | 20 |
| Perception | 7 | Risk | 65 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 360 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 11 | Feet |
| Lifting | | Dead Lift | 5,000 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 3 | | | |
| Toughness | | | | |

**ABILITIES**
Super Lifting
Radar Sense
Track by Ear
Super/Sub Sonic Hearing
Extraordinary Sprinting
Sharpness

**MERITS**
Pro Runner (for Swimming speed)
Speed Stat based on Swimming instead of Running
No Penalty for Tackling

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Can Not Move On Land

## BEAR (Black)

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 7 | Speed | 16 |
| Agility | 8 | Will | 5 |
| Dexterity | 8 | Initiative | 8 |
| Intelligence | 2 | DR | 14 |
| Perception | 8 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 64 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 5 | Feet |
| Grappling | 3 | Running Broad Jump | 10 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 350 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 1 | | | |
| Toughness | 3 | | | |

**ABILITIES**
Sensitive Nose
Sharpness
Track by Hearing

**MERITS**

**FLAWS**

## BEAR (Brown)

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 4 |
| Stamina | 8 | Speed | 13 |
| Agility | 7 | Will | 5 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 16 |
| Perception | 8 | Risk | 80 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Swimming Speed | 52 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 4 | Feet |
| Grappling | 3 | Running Broad Jump | 8 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 900 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 2 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Track by Hearing
Sensitive Nose
Impressive Lifting

**MERITS**

**FLAWS**



allen pay (order #1043368)

## BEAR (Grizzly)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 14 |
| Agility | 8 | Will | 6 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 20 |
| Perception | 8 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 56 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 5 | Feet |
| Grappling | 4 | Running Broad Jump | 8 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 1,000 | Pounds |
| Martial Damage | 5 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 4 | | | |
| Swimming | 1 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Track by Hearing
Impressive Lifting

**MERITS**

**FLAWS**

## BEAR (Polar)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 14 |
| Agility | 8 | Will | 6 |
| Dexterity | 6 | Initiative | 7 |
| Intelligence | 2 | DR | 20 |
| Perception | 8 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 56 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 6 | Feet |
| Grappling | 3 | Running Broad Jump | 10 | Feet |
| Hand to Hand | 3 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 11 | Feet |
| Lifting | | Dead Lift | 1,000 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 4 | | | |
| Swimming | 3 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Track by Hearing
Impressive Lifting

**MERITS**
Tolerant to Cold Temperatures

**FLAWS**

## DEER (Gazelle)

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 7 | Speed | 22 |
| Agility | 9 | Will | 5 |
| Dexterity | 9 | Initiative | 6 |
| Intelligence | 2 | DR | 14 |
| Perception | 7 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 76 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 13 | Feet |
| Hand to Hand | 2 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 35 | Pounds |
| Martial Damage | | | | |
| Melee | 2 | | | |
| Running | 3 | | | |
| Survival | | | | |
| Swimming | 2 | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Track By Hearing

**MERITS**
Forehead of Iron
Kick like a Mule
Head Butts do an Extra Shrug of Damage

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## DEER (Caribou)

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 7 | Speed | 19 |
| Agility | 8 | Will | 5 |
| Dexterity | 8 | Initiative | 8 |
| Intelligence | 2 | DR | 14 |
| Perception | 8 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 76 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 13 | Feet |
| Hand to Hand | 2 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 35 | Pounds |
| Martial Damage | | | | |
| Melee | 2 | | | |
| Running | 3 | | | |
| Survival | | | | |
| Swimming | 2 | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Track by Hearing

**MERITS**
Forehead of Iron
Kick like a Mule
Head Butts do an Extra Shrug of Damage

**FLAWS**
Physical Limitation: No Manipulaters

## DEER (Moose)

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 5 |
| Stamina | 9 | Speed | 15 |
| Agility | 6 | Will | 5 |
| Dexterity | 7 | Initiative | 7 |
| Intelligence | 1 | DR | 18 |
| Perception | 7 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 60 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 9 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 8 | Feet |
| Lifting | | Dead Lift | 40 | Pounds |
| Martial Damage | | | | |
| Melee | 2 | | | |
| Running | 2 | | | |
| Survival | 1 | | | |
| Swimming | 1 | | | |
| Toughness | 5 | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Track by Hearing
Impressive Lifting

**MERITS**
Forehead of Iron
Kick like a Mule
Head Butts do an Extra Shrug of Damage

**FLAWS**
Physical Limitation: No Manipulaters

## CETACEANS (Dolphin)

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 8 | Speed | 22 |
| Agility | 8 | Will | 6 |
| Dexterity | 9 | Initiative | 9 |
| Intelligence | 4 | DR | 16 |
| Perception | 8 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Swimming Speed | 440 | Feet/turn |
| Climbing | | Standing Broad Jump | 12 | Feet |
| Grappling | | Running Broad Jump | 30 | Feet |
| Hand to Hand | 3 | High Jump | 6 | Feet |
| Investigation | | Running High Jump | 19 | Feet |
| Lifting | 3 | Dead Lift | 350 | Pounds |
| Martial Damage | 4 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 5 | | | |
| Toughness | 2 | | | |

**ABILITIES**
Radar Sense
Track by Hearing
Super/Sub Sonic Hearing
Extraordinary Sprinting (Swimming)
Impressive Leaping
Sharpness

**MERITS**
Pro Runner (for Swimming speed)
Speed stat based on Swimming instead of Running
No Penalty for Tackling

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Can Not Move On Land



allen pay (order #1043368)

## PACHYDERM (Elephant)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 7 |
| Stamina | 9 | Speed | 18 |
| Agility | 7 | Will | 6 |
| Dexterity | 9 | Initiative | 8 |
| Intelligence | 3 | DR | 18 |
| Perception | 6 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 72 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | 3 | Running Broad Jump | 10 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | 4 | Dead Lift | 7,000 | Pounds |
| Martial Damage | 2 | | | |
| Melee | 3 | | | |
| Running | 2 | | | |
| Survival | | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Super Lifting
Sharpness

**MERITS**
Shoots Water out of its trunk
Tough as Hell (x 2)

**FLAWS**

## PACHYDERM (Wooly Mammoth)

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 7 |
| Stamina | 10 | Speed | 18 |
| Agility | 8 | Will | 7 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 3 | DR | 20 |
| Perception | 6 | Risk | 65 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 72 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | 2 | Running Broad Jump | 10 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | 5 | Dead Lift | 7,500 | Pounds |
| Martial Damage | 3 | | | |
| Melee | 3 | | | |
| Running | 2 | | | |
| Survival | 3 | | | |
| Swimming | 1 | | | |
| Toughness | 6 | | | |

**ABILITIES**
Super Lifting
Sharpness

**MERITS**
Shoots Water out of its trunk
Tough as Hell (x 2)
Tolerant of Cold Temperatures

**FLAWS**
Physical Limitation: No Manipulaters

## SHARK

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 4 |
| Stamina | 8 | Speed | 18 |
| Agility | 7 | Will | 5 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 1 | DR | 16 |
| Perception | 5 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Swimming Speed | 360 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 500 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 5 | | | |
| Swimming | 5 | | | |
| Toughness | 3 | | | |

**ABILITIES**
Radar Sense
Track by Hearing
Super/Sub Sonic Hearing
Extraordinary Sprinting (Swimming)
Sharpness

**MERITS**
Pro Runner (for Swimming speed)
Speed stat based on Swimming instead of Running
No Penalty for Tackling

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Can Not Move On Land



allen pay (order #1043368)

## FISH

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 1 |
| Stamina | 2 | Speed | 14 |
| Agility | 6 | Will | 2 |
| Dexterity | 4 | Initiative | 4 |
| Intelligence | 1 | DR | 4 |
| Perception | 4 | Risk | 15 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 280 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 5 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | 1 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | 4 | | | |
| Toughness | 1 | | | |

**ABILITIES**
Track by Hearing
Super/Sub Sonic Hearing
Extraordinary Sprinting (for Swimming)
Sharpness

**MERITS**
Pro Runner (for Swimming speed)
Speed stat based on Swimming instead of Running
No Penalty for Tackling

**FLAWS**
Physical Limitation: No Manipulaters
Physical Limitation: Can Not Move On Land
Physical Limitation: Reduced Lifting capacity

## CLAM

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 1 |
| Stamina | 1 | Speed | 4 |
| Agility | 1 | Will | 1 |
| Dexterity | 1 | Initiative | 2 |
| Intelligence | 1 | DR | 2 |
| Perception | 2 | Risk | 10 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | | Running Speed | 80 | Feet/turn |
| Climbing | | Standing Broad Jump | 1 | Feet |
| Grappling | | Running Broad Jump | 2 | Feet |
| Hand to Hand | | High Jump | 0 | Feet |
| Investigation | | Running High Jump | 1 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | | | | |
| Swimming | 2 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

## LOBSTER

| | | | |
|---|---|---|---|
| Strength | 2 | Shrugs | 1 |
| Stamina | 2 | Speed | 9 |
| Agility | 2 | Will | 2 |
| Dexterity | 5 | Initiative | 5 |
| Intelligence | 2 | DR | 4 |
| Perception | 4 | Risk | 15 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Swimming Speed | 36 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 2 | Feet |
| Grappling | 4 | Running Broad Jump | 7 | Feet |
| Hand to Hand | 2 | High Jump | 1 | Feet |
| Investigation | | Running High Jump | 3 | Feet |
| Lifting | 2 | Dead Lift | 20 | Pounds |
| Martial Damage | 1 | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | 3 | | | |

**ABILITIES**
Sharpness

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity



allen pay (order #1043368)

## CROCODILE

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 5 |
| Stamina | 9 | Speed | 15 |
| Agility | 8 | Will | 6 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 18 |
| Perception | 5 | Risk | 55 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 60 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | 4 | Running Broad Jump | 11 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 450 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 3 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Amphibious

**MERITS**
Haymaker (tail strike AND bite)

**FLAWS**

## ALIGATOR

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 13 |
| Agility | 7 | Will | 6 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 2 | DR | 20 |
| Perception | 5 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Running Speed | 52 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | 4 | Running Broad Jump | 11 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 11 | Feet |
| Lifting | | Dead Lift | 500 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 2 | | | |
| Toughness | 5 | | | |

**ABILITIES**
Sharpness
Amphibious

**MERITS**
Haymaker (tail strike AND bite)

**FLAWS**

## GIRAFFE

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 4 |
| Stamina | 8 | Speed | 16 |
| Agility | 6 | Will | 5 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 2 | DR | 16 |
| Perception | 6 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 64 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 8 | Feet |
| Lifting | | Dead Lift | 350 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Track by Hearing
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## WALRUS

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 4 |
| Stamina | 8 | Speed | 13 |
| Agility | 7 | Will | 5 |
| Dexterity | 6 | Initiative | 5 |
| Intelligence | 2 | DR | 16 |
| Perception | 4 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 104 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 450 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 3 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Impressive Sprinting

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters

## SEAL

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 3 |
| Stamina | 6 | Speed | 14 |
| Agility | 8 | Will | 5 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 3 | DR | 12 |
| Perception | 5 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 112 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 350 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | 3 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Impressive Sprinting

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters

## RHINOCEROUS

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 17 |
| Agility | 7 | Will | 6 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 14 |
| Perception | 4 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 136 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 1,000 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Impressive Lifting
Impressive Sprinting

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## HIPPOPOTAMOUS

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 4 |
| Stamina | 8 | Speed | 16 |
| Agility | 6 | Will | 5 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 16 |
| Perception | 5 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 64 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 4 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 900 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | 2 | | | |
| Toughness | 5 | | | |

**ABILITIES**
Sharpness
Impressive Lifting

**MERITS**
Haymaker (bite)

**FLAWS**
Physical Limitation: No Manipulaters

## VELOCIRAPTOR

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 4 |
| Stamina | 8 | Speed | 16 |
| Agility | 8 | Will | 5 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 16 |
| Perception | 5 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 152 | Feet/turn |
| Construction | 1 | Standing Broad Jump | 11 | Feet |
| Grappling | | Running Broad Jump | 16 | Feet |
| Hand to Hand | 4 | High Jump | 6 | Feet |
| Investigation | 1 | Running High Jump | 19 | Feet |
| Lifting | | Dead Lift | 800 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | 4 | | | |
| Survival | 4 | | | |
| Swimming | | | | |
| Toughness | 3 | | | |

**ABILITIES**
Impressive Lifting
Impressive Sprinting
Impressive Leaping
Track by Hearing
Sensitive Nose
Sharpness

**MERITS**

**FLAWS**

## TRICERATOPS

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 13 |
| Agility | 6 | Will | 6 |
| Dexterity | 4 | Initiative | 6 |
| Intelligence | 1 | DR | 20 |
| Perception | 7 | Risk | 55 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 52 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 8 | Feet |
| Hand to Hand | 4 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 5,000 | Pounds |
| Martial Damage | 5 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 4 | | | |
| Swimming | | | | |
| Toughness | 5 | | | |

**ABILITIES**
Sharpness
Impressive Lifting
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## TYRANOSAURUS REX

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 10 | Speed | 13 |
| Agility | 6 | Will | 6 |
| Dexterity | 4 | Initiative | 6 |
| Intelligence | 1 | DR | 20 |
| Perception | 7 | Risk | 55 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 52 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 8 | Feet |
| Hand to Hand | 4 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 5,000 | Pounds |
| Martial Damage | 5 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 4 | | | |
| Swimming | | | | |
| Toughness | 5 | | | |

**ABILITIES**
Sharpness
Super Lifting
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**

## PIG

| | | | |
|---|---|---|---|
| Strength | 5 | Shrugs | 2 |
| Stamina | 4 | Speed | 14 |
| Agility | 5 | Will | 4 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 3 | DR | 8 |
| Perception | 6 | Risk | 35 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 56 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 9 | Feet |
| Hand to Hand | 2 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 250 | Pounds |
| Martial Damage | 1 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | 1 | | | |
| Toughness | 1 | | | |

**ABILITIES**
Sharpness
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters

## HOG

| | | | |
|---|---|---|---|
| Strength | 7 | Shrugs | 3 |
| Stamina | 6 | Speed | 17 |
| Agility | 6 | Will | 5 |
| Dexterity | 7 | Initiative | 7 |
| Intelligence | 3 | DR | 12 |
| Perception | 6 | Risk | 45 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 68 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 8 | Feet |
| Lifting | | Dead Lift | 350 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | 4 | | | |
| Survival | 3 | | | |
| Swimming | 1 | | | |
| Toughness | 3 | | | |

**ABILITIES**
Sharpness
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## BOAR

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 4 |
| Stamina | 8 | Speed | 17 |
| Agility | 6 | Will | 6 |
| Dexterity | 8 | Initiative | 8 |
| Intelligence | 3 | DR | 16 |
| Perception | 7 | Risk | 55 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 68 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 4 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 400 | Pounds |
| Martial Damage | 4 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 3 | | | |
| Swimming | 1 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Sensitive Nose

**MERITS**
Pro Runner
Haymaker (bite)

**FLAWS**
Physical Limitation: No Manipulaters

## SPARROW

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 1 |
| Stamina | 6 | Speed | 17 |
| Agility | 9 | Will | 4 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 1 | DR | 12 |
| Perception | 6 | Risk | 35 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Flying Speed | 68 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 7 | Feet |
| Grappling | | Running Broad Jump | 13 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 7 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | 1 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Winged Flight

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity
Physical Limitation: No Manipulaters
Weak as Hell (x 2)

## CROW

| | | | |
|---|---|---|---|
| Strength | 2 | Shrugs | 1 |
| Stamina | 8 | Speed | 16 |
| Agility | 8 | Will | 5 |
| Dexterity | 8 | Initiative | 8 |
| Intelligence | 2 | DR | 16 |
| Perception | 8 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | | Flying Speed | 64 | Feet/turn |
| Climbing | | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 7 | Feet |
| Lifting | | Dead Lift | 10 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Winged Flight

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity
Physical Limitation: No Manipulaters
Weak as Hell (x 2)
Self Imposed Limitation: Must take shiny things



allen pay (order #1043368)

# EAGLE

| | | | |
|---|---|---|---|
| Strength | 4 | Shrugs | 1 |
| Stamina | 10 | Speed | 15 |
| Agility | 7 | Will | 6 |
| Dexterity | 8 | Initiative | 9 |
| Intelligence | 2 | DR | 20 |
| Perception | 10 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 60 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 11 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 7 | Feet |
| Lifting | | Dead Lift | 20 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Winged Flight
Telescopic Vision

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity
Physical Limitation: No Manipulaters
Weak as Hell (x 3)

# GECKO

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 3 |
| Stamina | 5 | Speed | 13 |
| Agility | 8 | Will | 3 |
| Dexterity | 5 | Initiative | 5 |
| Intelligence | 1 | DR | 10 |
| Perception | 5 | Risk | 30 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 52 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 2 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Sticktoitiveness

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity
Physical Limitation: No tolerance for cold

# RATTLESNAKE

| | | | |
|---|---|---|---|
| Strength | 2 | Shrugs | 3 |
| Stamina | 5 | Speed | 14 |
| Agility | 8 | Will | 3 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 1 | DR | 10 |
| Perception | 6 | Risk | 30 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | "Running" Speed | 56 | Feet/turn |
| Climbing | 5 | Standing Broad Jump | 5 | Feet |
| Grappling | 4 | Running Broad Jump | 9 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 10 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Discriminatory Taste
Infra-Red Vision
Poisonous Bite (Vector: blood agent. Toxicity: -1. Effects: Slowed metabolish, death in 1 hour)

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity
Physical Limitation: No tolerance for cold
Physicla Limitation: No Manipulaters



allen pay (order #1043368)

## SKUNK

| | | | |
|---|---|---|---|
| Strength | 2 | Shrugs | 2 |
| Stamina | 6 | Speed | 12 |
| Agility | 6 | Will | 4 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 2 | DR | 12 |
| Perception | 6 | Risk | 40 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 48 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 8 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 5 | Feet |
| Lifting | | Dead Lift | 10 | Pounds |
| Martial Damage | | | | |
| Use Power | 2 | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | 2 | | | |

**ABILITIES**
Sharpness
Flash Attack (Effects Scent, Area 5, penalty -5)

**MERITS**

**FLAWS**
Weak as Hell
Physical Limitation: Reduced Carrying Capacity

## BADGER

| | | | |
|---|---|---|---|
| Strength | 4 | Shrugs | 4 |
| Stamina | 8 | Speed | 17 |
| Agility | 7 | Will | 5 |
| Dexterity | 8 | Initiative | 8 |
| Intelligence | 2 | DR | 16 |
| Perception | 7 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 68 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 5 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 7 | Feet |
| Lifting | | Dead Lift | 20 | Pounds |
| Martial Damage | 4 | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 4 | | | |
| Swimming | 3 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Sensitive Nose
Track by Hearing

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

## PORCUPINE

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 2 |
| Stamina | 4 | Speed | 11 |
| Agility | 5 | Will | 3 |
| Dexterity | 4 | Initiative | 5 |
| Intelligence | 1 | DR | 8 |
| Perception | 5 | Risk | 25 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 44 | Feet/turn |
| Climbing | | Standing Broad Jump | 3 | Feet |
| Grappling | | Running Broad Jump | 7 | Feet |
| Hand to Hand | 2 | High Jump | 1 | Feet |
| Investigation | | Running High Jump | 4 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | 1 | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 2 | | | |
| Swimming | 1 | | | |
| Toughness | 4 | | | |

**ABILITIES**
Sharpness
Armor Piercing (Ignores 1 Armor Shrug)

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity



allen pay (order #1043368)

# RABBIT

| | | | |
|---|---|---|---|
| Strength | 2 | Shrugs | 1 |
| Stamina | 4 | Speed | 16 |
| Agility | 8 | Will | 3 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 1 | DR | 8 |
| Perception | 6 | Risk | 25 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 128 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 11 | Feet |
| Grappling | | Running Broad Jump | 22 | Feet |
| Hand to Hand | | High Jump | 4 | Feet |
| Investigation | | Running High Jump | 13 | Feet |
| Lifting | | Dead Lift | 10 | Pounds |
| Martial Damage | 2 | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | 1 | | | |

**ABILITIES**
Sharpness
Impressive Sprinting
Impressive Leaping

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity
Weak as Hell

# RACCOON

| | | | |
|---|---|---|---|
| Strength | 3 | Shrugs | 3 |
| Stamina | 6 | Speed | 20 |
| Agility | 7 | Will | 4 |
| Dexterity | 10 | Initiative | 9 |
| Intelligence | 2 | DR | 12 |
| Perception | 7 | Risk | 40 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Running Speed | 80 | Feet/turn |
| Climbing | 5 | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 14 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 7 | Feet |
| Lifting | | Dead Lift | 15 | Pounds |
| Martial Damage | 3 | | | |
| Melee | | | | |
| Running | 3 | | | |
| Survival | 4 | | | |
| Swimming | | | | |
| Toughness | 2 | | | |

**ABILITIES**
Sharpness
Night Vision

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

# MONKEYS

| | | | |
|---|---|---|---|
| Strength | 4 | Shrugs | 3 |
| Stamina | 5 | Speed | 20 |
| Agility | 10 | Will | 4 |
| Dexterity | 10 | Initiative | 8 |
| Intelligence | 3 | DR | 10 |
| Perception | 5 | Risk | 40 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Running Speed | 160 | Feet/turn |
| Climbing | 5 | Standing Broad Jump | 20 | Feet |
| Grappling | 4 | Running Broad Jump | 34 | Feet |
| Hand to Hand | 2 | High Jump | 12 | Feet |
| Investigation | | Running High Jump | 24 | Feet |
| Lifting | | Dead Lift | 200 | Pounds |
| Martial Damage | 2 | | | |
| Melee | 1 | | | |
| Running | | | | |
| Survival | 2 | | | |
| Throwing | 2 | | | |
| Toughness | | | | |

**ABILITIES**
Impressive Sprinting
Impressive Leaping

**MERITS**
Jackrabbit (x 3)

**FLAWS**



allen pay (order #1043368)

## CHIMPANZEES

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 3 |
| Stamina | 6 | Speed | 16 |
| Agility | 8 | Will | 5 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 4 | DR | 12 |
| Perception | 6 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 128 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 9 | Feet |
| Grappling | 4 | Running Broad Jump | 14 | Feet |
| Hand to Hand | 3 | High Jump | 6 | Feet |
| Investigation | | Running High Jump | 13 | Feet |
| Lifting | | Dead Lift | 400 | Pounds |
| Martial Damage | 3 | | | |
| Melee | 2 | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Throwing | 3 | | | |

**ABILITIES**
Impressive Sprinting

**MERITS**
Jackrabbit (x 3)

**FLAWS**

## GORILLA

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 5 |
| Stamina | 8 | Speed | 14 |
| Agility | 7 | Will | 6 |
| Dexterity | 7 | Initiative | 7 |
| Intelligence | 4 | DR | 16 |
| Perception | 6 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 112 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 8 | Feet |
| Grappling | 5 | Running Broad Jump | 12 | Feet |
| Hand to Hand | 4 | High Jump | 6 | Feet |
| Investigation | | Running High Jump | 12 | Feet |
| Lifting | | Dead Lift | 900 | Pounds |
| Martial Damage | 4 | | | |
| Melee | 1 | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Throwing | 2 | | | |

**ABILITIES**
Impressive Lifting
Impressive Sprinting

**MERITS**
Jackrabbit (x 3)
Tough as Hell

**FLAWS**

## SHEEP

| | | | |
|---|---|---|---|
| Strength | 4 | Shrugs | 3 |
| Stamina | 5 | Speed | 14 |
| Agility | 6 | Will | 4 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 2 | DR | 10 |
| Perception | 5 | Risk | 35 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 56 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 9 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 200 | Pounds |
| Martial Damage | 1 | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Forehead of Iron

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## RAM

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 4 |
| Stamina | 8 | Speed | 16 |
| Agility | 7 | Will | 5 |
| Dexterity | 6 | Initiative | 6 |
| Intelligence | 2 | DR | 16 |
| Perception | 5 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 128 | Feet/turn |
| Climbing | | Standing Broad Jump | 10 | Feet |
| Grappling | | Running Broad Jump | 22 | Feet |
| Hand to Hand | 2 | High Jump | 5 | Feet |
| Investigation | | Running High Jump | 18 | Feet |
| Lifting | | Dead Lift | 800 | Pounds |
| Martial Damage | 2 | | | |
| Melee | 2 | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Forehead of Iron
Impressive Lifting
Impressive Leaping
Impressive Sprinting

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters

## GOAT

| | | | |
|---|---|---|---|
| Strength | 5 | Shrugs | 3 |
| Stamina | 6 | Speed | 18 |
| Agility | 8 | Will | 4 |
| Dexterity | 7 | Initiative | 7 |
| Intelligence | 2 | DR | 12 |
| Perception | 6 | Risk | 40 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Running Speed | 144 | Feet/turn |
| Climbing | | Standing Broad Jump | 12 | Feet |
| Grappling | | Running Broad Jump | 26 | Feet |
| Hand to Hand | 2 | High Jump | 5 | Feet |
| Investigation | | Running High Jump | 17 | Feet |
| Lifting | | Dead Lift | 250 | Pounds |
| Martial Damage | 2 | | | |
| Melee | 1 | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Forehead of Iron
Impressive Sprinting
Impressive Leaping

**MERITS**
No Sick Days

**FLAWS**
Physical Limitation: No Manipulaters

## COW

| | | | |
|---|---|---|---|
| Strength | 8 | Shrugs | 4 |
| Stamina | 8 | Speed | 15 |
| Agility | 6 | Will | 5 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 16 |
| Perception | 4 | Risk | 50 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 1 | Running Speed | 60 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 9 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 8 | Feet |
| Lifting | | Dead Lift | 800 | Pounds |
| Martial Damage | 1 | | | |
| Melee | 1 | | | |
| Running | 2 | | | |
| Survival | 1 | | | |
| Swimming | 2 | | | |
| Toughness | | | | |

**ABILITIES**
Impressive Lifting

**MERITS**

**FLAWS**
Physical Limitation: No Manipulaters



allen pay (order #1043368)

## BULL

| | | | |
|---|---|---|---|
| Strength | 10 | Shrugs | 5 |
| Stamina | 9 | Speed | 17 |
| Agility | 7 | Will | 6 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 2 | DR | 18 |
| Perception | 5 | Risk | 55 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 68 | Feet/turn |
| Climbing | | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 3 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 10 | Feet |
| Lifting | | Dead Lift | 1,000 | Pounds |
| Martial Damage | 4 | | | |
| Melee | 3 | | | |
| Running | 2 | | | |
| Survival | 2 | | | |
| Swimming | 2 | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Impressive Lifting
Forehead of Iron

**MERITS**
Haymaker (horns)

**FLAWS**
Physical Limitation: No Manipulaters

## OX

| | | | |
|---|---|---|---|
| Strength | 9 | Shrugs | 5 |
| Stamina | 10 | Speed | 16 |
| Agility | 5 | Will | 6 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 2 | DR | 20 |
| Perception | 5 | Risk | 60 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 64 | Feet/turn |
| Climbing | | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 8 | Feet |
| Lifting | | Dead Lift | 2,250 | Pounds |
| Martial Damage | 3 | | | |
| Melee | 2 | | | |
| Running | 3 | | | |
| Survival | 2 | | | |
| Swimming | 3 | | | |
| Toughness | | | | |

**ABILITIES**
Sharpness
Extraordinary Lifting
Forehead of Iron

**MERITS**
Haymaker (horns)

**FLAWS**
Physical Limitation: No Manipulaters

## HAMSTER

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 2 |
| Stamina | 3 | Speed | 15 |
| Agility | 6 | Will | 2 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 1 | DR | 6 |
| Perception | 4 | Risk | 20 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 3 | Running Speed | 60 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 5 | Feet |
| Grappling | 2 | Running Broad Jump | 11 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 5 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 1 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity



allen pay (order #1043368)

## MOUSE

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 1 |
| Stamina | 2 | Speed | 17 |
| Agility | 8 | Will | 2 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 1 | DR | 4 |
| Perception | 4 | Risk | 15 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 68 | Feet/turn |
| Climbing | 4 | Standing Broad Jump | 5 | Feet |
| Grappling | 2 | Running Broad Jump | 11 | Feet |
| Hand to Hand | 1 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 5 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

## RAT

| | | | |
|---|---|---|---|
| Strength | 2 | Shrugs | 3 |
| Stamina | 5 | Speed | 16 |
| Agility | 7 | Will | 4 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 2 | DR | 10 |
| Perception | 5 | Risk | 35 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 64 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 5 | Feet |
| Grappling | 3 | Running Broad Jump | 10 | Feet |
| Hand to Hand | 2 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 10 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | 2 | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: Reduced Lifting capacity

## WASP

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 0 |
| Stamina | 1 | Speed | 15 |
| Agility | 7 | Will | 1 |
| Dexterity | 8 | Initiative | 7 |
| Intelligence | 1 | DR | 2 |
| Perception | 5 | Risk | 10 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Flight Speed | 60 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 6 | Feet |
| Grappling | | Running Broad Jump | 12 | Feet |
| Hand to Hand | 2 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 0 | Pounds |
| Martial Damage | | | | |
| Melee | 2 | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sticktoitiveness
Sensitive Nose
Ultra Violet Vision
Sharpness
Poison Attack (Vector: blood. Toxicity: -2. Effect: -2 to all actions due to pain for an hour)
Wnged Flight

**MERITS**

**FLAWS**
Physical Limitation: Reallly Reduced Lifting capacity
Weak as Hell



allen pay (order #1043368)

## BEE

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 0 |
| Stamina | 1 | Speed | 12 |
| Agility | 5 | Will | 1 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 1 | DR | 2 |
| Perception | 5 | Risk | 10 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Flying Speed | 48 | Feet/turn |
| Climbing | 2 | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 8 | Feet |
| Hand to Hand | 2 | High Jump | 1 | Feet |
| Investigation | | Running High Jump | 4 | Feet |
| Lifting | | Dead Lift | 0 | Pounds |
| Martial Damage | | | | |
| Melee | 2 | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sticktoitiveness
Sensitive Nose
Ultra Violet Vision
Sharpness
Winged Flight
Poison Attack (Vector: Blood. Toxicity: -2. Effect: -2 for one hour due to pain.

**MERITS**

**FLAWS**
Physical Limitation: Really Reduced Lifting capacity
Weak as Hell
Physical Limitation: Using Poison Attack is self-lethal

## SCORPION

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 1 |
| Stamina | 2 | Speed | 15 |
| Agility | 8 | Will | 2 |
| Dexterity | 7 | Initiative | 6 |
| Intelligence | 1 | DR | 4 |
| Perception | 4 | Risk | 15 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 60 | Feet/turn |
| Climbing | 3 | Standing Broad Jump | 5 | Feet |
| Grappling | | Running Broad Jump | 10 | Feet |
| Hand to Hand | 3 | High Jump | 2 | Feet |
| Investigation | | Running High Jump | 6 | Feet |
| Lifting | | Dead Lift | 0 | Pounds |
| Martial Damage | | | | |
| Melee | 3 | | | |
| Running | | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | 3 | | | |

**ABILITIES**
Sticktoitiveness
Sensitive Nose
Infra-Red Vision
Sharpness
Poison Attack (Vector: Blood. Toxicity -5. Effect: Lethal within one hour.

**MERITS**

**FLAWS**
Physical Limitation: Really Reduced Lifting capacity
Weak as Hell

## ROACH

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 1 |
| Stamina | 2 | Speed | 14 |
| Agility | 6 | Will | 2 |
| Dexterity | 5 | Initiative | 5 |
| Intelligence | 1 | DR | 4 |
| Perception | 5 | Risk | 15 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 2 | Running Speed | 56 | Feet/turn |
| Climbing | 5 | Standing Broad Jump | 4 | Feet |
| Grappling | | Running Broad Jump | 9 | Feet |
| Hand to Hand | | High Jump | 1 | Feet |
| Investigation | | Running High Jump | 5 | Feet |
| Lifting | | Dead Lift | 0 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sticktoitiveness
Sensitive Nose

**MERITS**

**FLAWS**
Physical Limitation: Really Reduced Lifting capacity
Weak as Hell
Very Fertile



allen pay (order #1043368)

## SPIDER

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 0 |
| Stamina | 1 | Speed | 21 |
| Agility | 10 | Will | 1 |
| Dexterity | 9 | Initiative | 8 |
| Intelligence | 1 | DR | 2 |
| Perception | 6 | Risk | 10 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 4 | Running Speed | 84 | Feet/turn |
| Climbing | 5 | Standing Broad Jump | 14 | Feet |
| Grappling | | Running Broad Jump | 29 | Feet |
| Hand to Hand | 3 | High Jump | 5 | Feet |
| Investigation | | Running High Jump | 15 | Feet |
| Lifting | | Dead Lift | 0 | Pounds |
| Martial Damage | | | | |
| Melee | 3 | | | |
| Running | 2 | | | |
| Survival | 3 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sticktoitiveness
Impressive Leaping
Sharpness
Poison Attack (Vector: Bood. Toxicity -3. Effect: -2 for one hour due to pain.
Spins a web (any size)

**MERITS**

**FLAWS**
Physical Limitation: Really Reduced Lifting capacity
Weak as Hell

## FLY

| | | | |
|---|---|---|---|
| Strength | 1 | Shrugs | 0 |
| Stamina | 1 | Speed | 20 |
| Agility | 10 | Will | 1 |
| Dexterity | 10 | Initiative | 8 |
| Intelligence | 1 | DR | 2 |
| Perception | 6 | Risk | 10 |

| | | | | |
|---|---|---|---|---|
| Acrobatics | 6 | Flying Speed | 80 | Feet/turn |
| Climbing | 4 | Standing Broad Jump | 8 | Feet |
| Grappling | | Running Broad Jump | 16 | Feet |
| Hand to Hand | 2 | High Jump | 3 | Feet |
| Investigation | | Running High Jump | 9 | Feet |
| Lifting | | Dead Lift | 0 | Pounds |
| Martial Damage | | | | |
| Melee | | | | |
| Running | | | | |
| Survival | 2 | | | |
| Swimming | | | | |
| Toughness | | | | |

**ABILITIES**
Sticktoitiveness
Sensitive Nose
All Around Vision
Winged Flight

**MERITS**

**FLAWS**
Physical Limitation: Really Reduced Lifting capacity
Weak as Hell
Very Fertile



allen pay (order #1043368)

# APPENDIX 3

# Math and Modification

The following Appendixes deal with modifying and fabricating your own equipment. It's fun stuff, but there's a little match involved. Here's the simplest way to work stuff out.

If you're a math whiz and you want to work it through on your own, feel free to skip this bit.

Most modifications to equipment are expressed as percentages... I.E. "For every +1 to DR increase the cost of the item by five percent." Once you know all the modifications you're going to do, total up all of the percentages. Say, you want to add +1 DR (5%), 2 more Shrugs (30% each for 60%), and a +1 to Styling (10%). That would be a total of 75%. (This still works if you go over 100%).

Now that you've got your total percentage of increase, convert that to a decimal... our 75% becomes 0.75. (100% would be 1.00. 25% would be 0.25). Add one to this number (so our 75% becomes 0.75 +1, for 1.75). Multiply the cost of your item by this number, and you'll have the cost for your modified item.

Some modifications will reduce the cost of the item - the same formula works, but remember: No Item Can Have It's Cost Reduces Below 10% of Oritinal Cost.



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# APPENDIX 4

# Modifying and Fabricating Your Own Weapons

Modifying swords, knives, and firearms of all types requires a set of metalworking tools. Each statistic of the weapon can be modified up or down, within certain limits. The following chart has the cost of raising or lowering the statistic (per statistic), as well as the minimum and the maximum statistics for each type of weapon. The multiplier listed for the modification is, essentially, how much the cost of the weapon increases or decreases when that modification is added. If you are increasing a statistic, the multiplier is positive. If you are decreasing a statistic, the multiplier is negative.

To modify a weapon, add the total of all of the multipliers that you wish to add to (or subtract from) the weapon, and multiply the cost of the weapon by this number. This is the cost of the modification if it is being done by a manufacturer or a weapon's shop. If the character is doing their own modification, the cost is only 40% of this cost, for materials. Modifying the weapon is done with a roll against the Intelligence stat plus the Fabrication skill. A successful roll modifies the weapon as expected. A critical success gives the weapon some unexpected bonus, determined by the GM (usually a boost to Accuracy or Damage).

A failure on the modification roll means that the weapon was incorrectly modified – the money spent on materials is lost, but the weapon is intact, and another modification attempt can be made (with the materials cost being spent again). A critical failure on the modification roll means that the weapon itself has been ruined, and can no longer be used.

## Low Technology Weapons

| Modification | Multiplier | Minimum/Maximum Statistic | | | | | |
|---|---|---|---|---|---|---|---|
| | | Knives | Swords | Bludgeons | Flails | Bows | Arrows |
| Accuracy +1 / -1 | .30 | -1 / +2 | -1 / +2 | -1 / +2 | -1 / +1 | -1 / +4 | -1 / +1 |
| Damage +1 / -1 | .10 | Str-1/Str +3 | Str +1 / +5 | Str +1 / Str +8 | Str +1 / Str +6 | Str -1 / Str +5 | -1 / +3 |
| Range +10% / -10% | .10 | -50% / +5-% | - | - | - | -50% / +200% | -50% / +100% |
| Shots +1 / -1 | .20 | - | - | - | - | -0 / +4 | - |
| Kick +1 / -1 | .25 | - | - | - | - | - | - |
| AP +1 / -1 | .45 | +0 / +4 | +0 / +4 | +0 / +3 | +0 / +1 | - | +0 / +5 |
| DR +1 / -1 | .15 | 5 / 20 | 7 / 25 | 5 / 30 | 7 / 25 | 5 / 25 | 5 / 15 |
| Shrugs +1 / -1 | .50 | 0 / 2 | 0 / 3 | 0 / 4 | 0 / 3 | 0 / 2 | 0 / 1 |



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# Standard Technology Weapons

| Modification | Multiplier | Minimum/Maximum Statistic | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | Revolvers | Semi-Automatics | Machine Pistols | Sub Machine Guns | Rifles | Shotguns | Assault Rifles | Heavy Weapons |
| Accuracy +1 / -1 | .20 | -1 / +2 | -1 / +3 | -1 / +2 | -1 / +2 | 0 / +4 | 0 / +3 | 0 / +3 | -1 / +4 |
| Damage +1 / -1 | - | - | - | - | - | - | - | - | - |
| Range +10% / -10% | .05 | -50% / +150% | -50% / +200% | -50% / +100% | -50% / +125% | -25% / +500% | -50% / +100% | -50% / +100% | -50% / +100% |
| Shots +1 / -1 | .05 | 2 / 8 | 6 / 20 | 10 / 40 | 30 / 60 | 1 / 20 | 1 / 10 | 30 / 100 | 1 / 30 |
| Kick +1 / -1 | .30 | -3 / -0 | -3 / -0 | -3 / -0 | -3 / -0 | -4 / -0 | -4 / -0 | -3 / -0 | -5 / -0 |
| AP +1 / -1 | .40 | - | - | - | - | - | - | - | 0 / 5 |
| DR +1 / -1 | .10 | 10 / 30 | 10 / 35 | 10 / 30 | 10 / 35 | 10 / 40 | 10 / 40 | 10 / 35 | 10 / 40 |
| Shrugs +1 / -1 | .50 | 0 / 2 | 0 / 2 | 0 / 2 | 0 / 2 | 0 / 3 | 0 / 3 | 0 / 2 | 0 / 4 |

# High Technology Weapons

| Modification | Multiplier | Minimum/Maximum Statistic | | | | | |
|---|---|---|---|---|---|---|---|
| | | Laser Pistols | Laser Rifles | Blaster Pistols | Blaster Rifles | Stun Pistols | Stun Rifles |
| Accuracy +1 / -1 | .10 | 0 / +4 | 0 / +5 | 0 / +3 | 0 / +4 | 0 / +2 | 0 / +3 |
| Damage +1 / -1 | .10 | 5 / 25 | 5 / 30 | 15 / 35 | 15 / 50 | 5 / 20 | 5 / 25 |
| Range +10% / -10% | .05 | -25% / +200% | -25% / +400% | -25% / +150% | -25% / +200% | -50% / +50% | -50% / +100% |
| Shots +1 / -1 | .02 | 5 / 40 | 5 / 60 | 5 / 30 | 5 / 50 | 10 / 50 | 10 / 70 |
| Kick +1 / -1 | .30 | 0 / 0 | 0 / 0 | -2 / 0 | -3 / 0 | 0 / 0 | 0 / 0 |
| AP +1 / -1 | .20 | 2 / 5 | 2 / 6 | 3 / 6 | 3 / 8 | 0 / 0 | 0 / 0 |
| DR +1 / -1 | .05 | 10 / 25 | 10 / 30 | 10 / 30 | 10 / 35 | 10 / 20 | 10 / 25 |
| Shrugs +1 / -1 | .40 | 0 / 2 | 0 / 3 | 0 / 2 | 0 / 3 | 0 / 2 | 0 / 2 |



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Certain features can be added to weapons, making them more (or less) effective and giving them additional capabilities. These features either add an additional multiplier to the cost of the weapon, or add a specific dollar amount. The following charts list the features available by weapon type and technology level, along with their associated cost, either in multiplier or dollar amount.

## Low Tech Weapon Features

| Feature | Effect | Cost |
|---|---|---|
| Does X Extra Shrugs of Damage | This weapon is designed to cause more damage once it is in the target. After calculating the amount of Shrugs that the target is taking normally, add X Shrugs. | 1.00 per additional Shrug of Damage |
| No Good For Melee – Throwing Only | This weapon is designed strictly for throwing. It lacks a proper grip and "heft" for swinging or thrusting with, and so it can be thrown, but not used in hand to hand combat. | -.50 |
| Bastard | This weapon is designed to be slightly more effective when used two-handed than when used one-handed. When used two-handed, this weapon is +1 to Accuracy and +1 to Damage. | .75 |
| Two-Handed | This weapon is designed to be much more effective when used two-handed. When used one-handed, this weapons Accuracy and Damage are HALVED (round up). | -.30 |
| Decapitating | This weapon is optimized for taking shots at a foe's head. The penalty for making a called shot with this weapon is a -1 ratgher than the usual -3. A critical success to hit an opponent in the head with this blade automatically causes a decapitation. | 1.00 |
| -X to be Parried. | This weapon is, for whatever reason, difficult to be parried. When someone attempts to parry a strike made with this weapon, the defender is at a penalty of –X to their roll to parry. | .20 per -1 to Parry |
| Flashy | This weapon is designed to be used in a manner which is more showy and impressive. Rolls made to display one's prowess with this weapon (out of combat) are made at a bonus of +2. | .10 |
| Breaker | For whatever reason, this weapon does damage even when it is parried. Weapons or objects (or body parts) used to parry this weapon must make a Damage Resistance roll against the weapons' Damage, or be damaged by it as though attacked by it. | 1.50 |
| Entangles | This weapon can be used to grapple an opponent or their weapon, using the Melee skill instead of the Grapple skill. It can be used to perform a Grapple Parry at no penalty. | .30 |
| Not Designed to Parry | This weapon should not be used to parry incoming melee attacks. Should a weapon with this feature successfully be used to parry, the weapon must make a Damage Resistance roll against the incoming damage of the attack that was blocked. | -.30 |
| Collapsible | This weapon can be collapsed down to a compact, easily hidden and easy to carry package with a simple flick of the wrist, and then extended to full function with a snap of the elbow. This gives a +4 to hide the weapon. It takes one action to compact or to extend the weapon. | .40 |
| Modular | This weapon is designed to "Break Down" into small components with the use of a minimal amount of tools (or no tools at all). This means that disassembling the weapon requires no roll on the Repair or Fabrication skills, and gives a bonus of +2 to the Repair skill to maintain the weapon. It also gives a +4 bonus to rolls to hide the weapon. | .15 |
| Undetectable | This weapon is made with materials that do not trigger metal detectors or other sensors used to detect weapons. Such detectors simply do not detect weapon equipped with this feature, although they can still be found by a visual inspection. | .75 |
| Bayonet | This weapon is designed to be used as a Bayonet – affixed to the underside of a firearm's barrel. | .05 |



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# Standard Tech Firearms Features

| Feature | Effect | Cost |
|---|---|---|
| Collapsible | This weapon can be collapsed down to a compact, easily hidden and easy to carry package with a simple flick of the wrist, and then extended to full function with a snap of the elbow. This gives a +4 to hide the weapon. It takes one action to compact or to extend the weapon. | .40 |
| Modular | This weapon is designed to "Break Down" into small components with the use of a minimal amount of tools (or no tools at all). This means that disassembling the weapon requires no roll on the Repair or Fabrication skills, and gives a bonus of +2 to the Repair skill to maintain the weapon. It also gives a +4 bonus to rolls to hide the weapon. | .15 |
| Mod Rails | This weapon has a set of integral rails along its top, bottom, front, and back edges, allowing for the rapid attachment of accessories such as Sights, Laser Designators, Tactical Lights, and the like. The accessories can be added to the weapon at the rate of one per action, and removed at the same rate. Accessories attached using Mod Rails are automatically aligned and ready to use. | $40.00 |
| Grenade Capable | Firearms with this feature have adapters which allow the use of pistol grenades. It takes one action to affix a pistol grenade to a Grenade Capable firearm. | $35.00 |
| Undetectable | This weapon is made with materials that do not trigger metal detectors or other sensors used to detect weapons. Such detectors simply do not detect weapon equipped with this feature, although they can still be found by a visual inspection. | .75 |
| Optimized Selector (Opt. Select) | This weapon has multiple modes of fire, usually Full Auto, 3 Round Burst, and Single Shot. Normally it takes a turn to switch between firing modes. Weapons with an optimized Selector can be switched between their modes as a free action. | $150.00 |
| Custom Ammo | This weapon uses a caliber of ammunition that is not common. It may be a caliber and type of ammunition that is unique to that weapon. Such ammunition is distinctive, and gives a bonus of +2 to Investigation rolls to track the source. At the same time, Custom Ammo can have unusual capabilities, such a increased damage, inherent Armor Piercing, or bizarre properties. | .35 |
| +X Barrels | This firearm has more than one barrel which can be fired simultaneously. More appropriate for double-barreled shotguns than chain-guns, this weapon expends a number of shot equal to its number of barrels when fired, and the target that is successfully hit need to roll Damage Resistance against the weapon's damage once for each barrel. | .25 per barrel |
| Full Auto | This weapon, which is usually not of a type that can be fired as Fully Automatic, is in fact Fully Automatic, and uses the Autofire rules. IT can fire Full Auto, 3 Round Bursts, or Single Shot. | 1.50 |
| Full Auto Only | While this weapon type would normally be able to fire Full Auto, 3 Round Burst, or Single Shots, this particular weapon can only be fired on Full Auto. | -.25 |
| Bayonet Capable | This weapon has a mount for a Bayonet. | $25.00 |
| Radius X | This weapon has an area effect, such as an explosive warhead, which causes it to do damage in a Radius of X. | .10 per 1 foot of Radius |



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# High Tech Firearms Features

**Note: Any modifications for Standard Tech Firearms can be added to High Tech Firearms.**

| Feature | Effect | Cost |
|---|---|---|
| Cyber-Linked | A package of electronics has been added to this firearm which allows it to be operated by a Cyberware Cyber Link. This includes a small camera, mounted along the barrel. When used by a person Cyber Linked to it, changing settings on this weapon is a free action. | $2,000.00 |
| Variable Damage | This Energy Weapon's damage can be adjusted from a Damage of 10 to weapon's maximum listed Damage. Changing the weapon's damage takes one turn. | .15 |
| Stun I | This weapon can not take a target below zero Shrugs and Unco. It is designed so that it can never take a target to negative Shrugs, therefore it can not kill a target. | Stun I Only: -.30<br>Stun I Setting: .30 |
| Stun II | This weapon does no damage, but is designed to incapacitate its target. After a successful hit, the target must make a roll of their Stamina stat plus their Toughness skill, with a penalty equal to the Damage of the weapon. On a failed roll, the target becomes Unco with Shrugs. On a critically failed roll, the target also takes one Shrug. On a successful roll, there is no effect at all. | Stun II Only: -20<br><br>Stun II Setting: .50 |
| Explosive | The point struck by this weapon is an explosion, doing its Damage in a base radius of 5 | Explosive Only: .40<br><br>Explosive Setting: .60 |
| Incendiary | Targets failing to save versus the damage of this weapon not only take Shrugs that turn, but are ignited by the weapon and continue to save versus the weapon's Damage each turn until they spend a turn extinguishing themselves or become Dead as Hell. | Incendiary Only: .30<br><br>Incendiary Setting: .50 |
| Overload Setting | This weapon can be set to overload, causing an explosion (in up to three turns) doing twice the weapon's listed damage in an area with a radius equal to half the weapon's listed damage. | .35 |



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| High Tech Melee Weapon Features | | |
|---|---|---|
| Feature | Effect | Cost |
| Incendiary | Targets failing to save versus the damage of this weapon not only take Shrugs that turn, but are ignited by the weapon and continue to save versus the weapon's Damage each turn until they spend a turn extinguishing themselves or become Dead as Hell. | Incendiary Only: .30<br><br>Incendiary Setting: .50 |
| Stun I | This weapon can not take a target below zero Shrugs and Unco. It is designed so that it can never take a target to negative Shrugs, therefore it can not kill a target. | Stun I Only: -.30<br>Stun I Setting: .30 |
| Stun II | This weapon does no damage, but is designed to incapacitate its target. After a successful hit, the target must make a roll of their Stamina stat plus their Toughness skill, with a penalty equal to the Damage of the weapon. On a failed roll, the target becomes Unco with Shrugs. On a critically failed roll, the target also takes one Shrug. On a successful roll, there is no effect at all. | Stun II Only: -20<br><br>Stun II Setting: .50 |
| Flashy | This weapon is designed to be used in a manner which is more showy and impressive. Rolls made to display one's prowess with this weapon (out of combat) are made at a bonus of +2. | .10 |
| Breaker | For whatever reason, this weapon does damage even when it is parried. Weapons or objects (or body parts) used to parry this weapon must make a Damage Resistance roll against the weapons' Damage, or be damaged by it as though attacked by it. | 1.50 |
| Collapsible | This weapon can be collapsed down to a compact, easily hidden and easy to carry package with a simple flick of the wrist, and then extended to full function with a snap of the elbow. This gives a +4 to hide the weapon. It takes one action to compact or to extend the weapon. | .40 |
| Modular | This weapon is designed to "Break Down" into small components with the use of a minimal amount of tools (or no tools at all). This means that disassembling the weapon requires no roll on the Repair or Fabrication skills, and gives a bonus of +2 to the Repair skill to maintain the weapon. It also gives a +4 bonus to rolls to hide the weapon. | .15 |
| Undetectable | This weapon is made with materials that do not trigger metal detectors or other sensors used to detect weapons. Such detectors simply do not detect weapon equipped with this feature, although they can still be found by a visual inspection. | .75 |
| Bayonet | This weapon is designed to be used as a Bayonet – affixed to the underside of a firearm's barrel. | .05 |
| Non-Material Blade | This bladed weapon uses some immaterial substance such as plasma, magic, psionic force, or sonic waves to form a blade. The blade is effectively invulnerable, being able to parry nearly anything (including weapons with the Breaker feature). The DR and Shrugs of the weapon refer to the material hilt of the weapon with the non-material blade. | 2.00 |

To build a weapon from scratch, the Character must first establish that they know how to build the weapon. This "Conception Roll" is accomplished on a successful roll against the Intelligence stat plus the skill used to wield the weapon, be it Melee, Handgun, or what have you. If the Character has access to a computer, they can make a roll on their Perception stat plus the Computer skill to research the weapon online, a successful roll getting them a +5 to the Conception roll. Alternatively, if the character has access to a Library, they can make a roll on their Perception stat plus their Academics skill, with a successful roll getting them a +4 to the Conception roll.

Having made the conception roll, they can start with the statistics for any of the weapons on the weapon charts, and work out what modifications they want to make to the base weapon template. Increasing the weapon's statistics or adding modifications carries the same cost in the conception stage as it does when modifying the weapon.



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# APPENDIX 5

# Modifying and Fabricating Your Own Weapon Accessories

Modifying a weapon accessory either increases or decreases the cost of the accessory. Different accessories give different bonuses, so there are different guidelines for most of them.

The final modified cost of this accessory assumes that you've purchased it after-market from a shop. If you are modifying the item on your own, once you have the total modified cost worked out, subtract the original unmodified cost. Rather than paying the full cost for the modification, you pay only 40% of this difference for materials.

On a successful roll on Intelligence plus Fabrication, the item is modified. On a critical success, the item has been modified and has some additional quality that the designer did not plan on (determined by the GM. Usually an additional bonus or a higher DR).

On a failed roll, the item has not been properly modified, but the character can try again.

On a critical success, the item has been destroyed and the materials are lost. Buy another one and try again.

## General Modifications

For all weapon accessories, increasing the accessory's DR increase the cost of the item by five percent for each additional point of DR. Likewise, decreasing the DR of an item reduces the cost of the item by five percent.

Weapon Accessories can have up to double their listed value in DR, or be taken to as low as half the listed value.

For all weapon accessories, increasing the accessory's Shrugs increase the cost of the item by thirty percent per additional Shrug. Likewise, decreasing an accessory's number of Shrugs reduces the cost of the item by thirty percent.

Weapon Accessories can have a maximum of five Shrugs, and a minimum of zero.

No amount of modification to any item can reduce its cost below 10% of the listed cost.

If a player wants a modification that is not listed in this section, The Deal is in full effect. The Game Master is encouraged to listen to all ideas, reject any that are outrageous or amazingly unbalancing, and charge a reasonable amount for the modification. (Anywhere from five to fifty percent of the base cost of the weapon is fair. Anything more than that can be charged if the modification is designed to make the Game Master's life difficult).

## Sheathes, Scabbards, and Holsters

Adding storage for ammunition to a Holster or gun belt increases the cost of the item by five percent for each additional reload (each load of ammunition equal to the weapon's number of Shots). Up to two additional loads of ammunition can be added to a holster – ten can be added to a gun belt.

Spring loading any Sheath, Scabbard, or Holster increased the cost by thirty percent.

It requires textile tools to modify Sheathes, Scabbards, and Holsters.

## Sights

Sights can have their DR and Shrugs modified, otherwise, the listed models have all of the capabilities available to sights.

It requires metal-working, composite, and/or electronics tools to modify sights.

## Stocks

Every additional point of Kick that a stock neutralizes increases the cost of the Stock by twenty percent. Likewise, every point of Kick that the stock does NOT



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neutralize decreases the cost of the Stock by twenty percent. (I.E. – Taking a Stock from Kick -1 to Kick -3 would increase the cost of the stock by 40%. Taking a Stock from Kick -3 to Kick -1 would decrease the cost of the stock by 40%).

A Stock can neutralize a maximum of four points of Kick (Kick -4). A Stock can neutralize a minimum of Kick -1.

Every additional point of Accuracy that a stock gives increases the cost of the stock by thirty percent. Every point of Accuracy that the stock loses decreases the cost of the stock by thirty percent.

A Stock can add up to Accuracy +3. It has a minimum of Accuracy +1.

Making a Stock into a folding Stock increases its cost by forty percent.

Adding one pound of storage to a Stock increases its cost by thirty-five percent. A Stock can hold up to three pounds of storage.

Every additional point of Melee Damage that a Stock does on a "butt stroke" increases the cost of the stock by ten percent. Reducing the Melee Damage that a Stock does on a "butt stroke" decreases the cost by ten percent per -1. A Stock can do a maximum of Strength +4 in Melee Damage, and a minimum of Strength +1.
It requires woodworking, metal working, or composites tools to modify stocks.

## Barrel Extensions

Increasing the accuracy bonus offered by a barrel extension increases the cost of the barrel extension by twenty-five percent per +1 Accuracy. Reducing the accuracy bonus offered by a barrel extension reduces the cost by twenty-five percent per -1 Accuracy. A barrel extension can give up to a bonus of +4 to Accuracy, and can have as low as a +0 bonus.

Increasing the range bonus offered by a barrel extension by 10% increases the cost of the barrel extenstion by twenty percent per +10% bonus. Decreasing the range bonus offered by a barrel extension reduces the cost of the extension by twenty percent per -10% to the range bonus. A barrel extension can increase range up to a maximum of +100%, and can actually lower range down to -50% - reducing the range of the weapon by half.

Increasing the amount of suppression that a barrel extension offers increases the cost of the extension by thirty percent per -1 to rolls to track or notice the shooter. Decreasing the amount of suppression that a barrel extension offers decreases the cost of the extension by thirty percent per+1 to rolls to track or notice the shooter. An extension can suppress a firearm's flash and bang up to a -10 to rolls to track or notice the shooter. An extension can give up to a +3 bonus to track or notice the shooter – it makes an exceptionally loud bang and/or an exceptionally bright flash.

It requires metal working tools to modify barrel extensions.

## Foregrips

Every additional point of Kick that a foregrip neutralizes increases the cost of the foregrip by twenty percent. Likewise, every point of Kick that the foregrip does NOT neutralize decreases the cost of the foregrip by twenty percent. (I.E. – Taking a foregrip from Kick -1 to Kick -3 would increase the cost of the foregrip by 40%. Taking a foregrip from Kick -3 to Kick -1 would decrease the cost of the foregrip by 40%).

A foregrip can neutralize a maximum of four points of Kick (Kick -4). A foregrip can neutralize a minimum of Kick -1.

Every additional point of Accuracy that a foregrip gives increases the cost of the foregrip by thirty percent. Every point of Accuracy that the foregrip loses decreases the cost of the foregrip by thirty percent.
A foregrip can add up to Accuracy +3. It has a minimum of Accuracy +1.

Making a foregrip into a folding foregrip increases its cost by forty percent.

It requires metal working or composites tools to modify foregrips.

## Laser Designators

Laser Designators can have their DR and Shrugs modified, otherwise, the listed models have all of the capabilities available to laser designators.

It requires composites or electronics tools to modify laser designators.



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## Bipods

Bipods can have their DR and Shrugs modified, otherwise, the listed models have all of the capabilities available to bipods.

It requires metal working or composites tools to modify bipods.

## Tactical Lights

Increasing the range of a tactical light by ten feet increases the cost of the tactical light by five percent per ten foot increase. Decreasing the range of a tactical light by ten feet decreases the cost of the tactical light by ten foot decrease. A tactical light can have a maximum range of 200 feet and a minimum range of twenty feet.

Increasing the radius of the area illuminated by the tactical light by one foot increases the cost of the tactical light by five percent per one foot radius increase. Decreasing the radius of the area illuminated by the tactical light by one foot decreases the cost of the tactical light by five percent per one foot of decrease. A tactical light can illuminate an area with a radius of up to twenty feet, or as little as one foot.

It requires metal working or composites tools to modify tactical lights.

## Clips

Clips can have their DR and Shrugs modified, otherwise, the listed models have all of the capabilities available to clips.

It requires metal working or composites tools to modify clips.

## Ammo Belts

Increasing the amount of ammunition in an ammo belt by an additional full load of Shots increases the cost of the ammo belt by twenty-five percent. Decreasing the amount of ammunition in an ammo belt by one less full load of Shots reduces the cost of an ammo belt by twenty-five percent. An ammo belt can have up to thirty times a firearm's Shots, or as little as one.

It requires metal working or composites tools to modify ammo belts.

## Battery Chargers

For each additional small battery the charger can charge, the cost of the charger increases by five percent.

Adding the capacity to charge four small batteries (twenty percent) allows the charger to charge an additional standard battery.

Adding the capacity to charge eight small batteries (forty percent) allows the charger to charge an additional large battery.

Adding the capacity to charge sixteen small batteries (one hundred and thirty percent) allows the charger to charge an additional huge battery.

Chargers can have as many batteries added as are desired.

It requires composites or electronics tools to modify battery chargers.

## Speed Loaders

Speed loaders can have their DR and Shrugs modified, otherwise, the listed models have all of the capabilities available to speed loaders.

It requires metal working or composites tools to modify speed loaders.

## Maintenance Kits

For each additional +1 bonus to Repair skill rolls while using the maintenance kit, the cost of the kit increases by twenty-five percent. For each -1 to the bonus to Repair skill rolls while using the maintenance kit, the cost decreases by twenty-five percent. Kits can have up to a +5 bonus (very rare), and as little as a +0.

If the kit is only a cleaning kit, lacking the necessary tools for full repairs (-2 to Repair rolls for everything but cleaning and regular maintenance), the cost of the kit decreases by forty percent.

If the kit can be used to build the weapons as well as repair them (all bonuses also apply to the Fabrication skill), increase the cost of the kit by 50%.

If the kit is for a firearm, and the weapon can be used to manufacture ammunition (make, pack, and modify ammo), increase the cost of the kit by 30%.



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It requires woodworking, metal working, or composites tools to modify maintenance kits.

### Weapons Case

For every -1 to rolls to detect weapons in the case, increase the cost of the case by seventy-five percent. For every +1 to detect weapons in the case (the case is obviously holding a weapon), decrease the cost of the case by thirty percent. Cases can have up to a -10 to rolls to detect weapons, or up to a +5.

For each additional load of ammo that can be carried in the case, increase the cost of the case by seven percent. A weapon case can hold up to ten additional loads of ammo.

If the weapon case can also hold a maintenance kit for the weapon inside (sold separately), increase the cost of the case by forty percent.

For each additional weapon that the case holds, increase the cost of the case by thirty-five percent.

It requires woodworking, metal working, or composites to modify a weapons case.

## Fabricating Weapons Accessories

To build a weapon accessory from scratch, the Character must first establish that they know how to build the accessory. This "Conception Roll" is accomplished on a successful roll against the Intelligence stat plus the Fabrication skill. If the Character has access to a computer, they can make a roll on their Perception stat plus the Computer skill to research the accessory online, a successful roll getting them a +5 to the Conception roll. Alternatively, if the character has access to a Library, they can make a roll on their Perception stat plus their Academics skill, with a successful roll getting them a +4 to the Conception roll.

Having made the conception roll, they can start with the statistics for any of the accessories on the weapon accessories charts, and work out what modifications they want to make to the base accessory template. Increasing the accessory's statistics or adding modifications carries the same cost in the conception stage as it does when modifying the accessory.

Having worked out the final cost of the accessory, the Character can then construct the item for only 40% of the total design's cost. A single roll against the Character's Intelligence stat plus Fabrication skill gets the job done. A failure on this roll indicates that the accessory was not made, but the materials can be salvaged and the attempt can be made again. A critical failure on this roll means that the materials were lost in the failed attempt.

A critical success on the Fabrication roll gives the accessory abilities that the designer did not plan for… the Game Master should be generous with some form of bonus (usually more of a skill bonus or more DR). The same tools necessary to modify a given accessory are used to fabricate it.



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# APPENDIX 6

# Modifying and Fabricating Your Own Armor

Modifying armor either increases or decreases the cost of the armor. As with all equipment, no matter what is decreased, the cost of the modified armor can not be less than ten percent of the original cost.

The final modified cost of this armor assumes that you've purchased it after-market from a shop. If you are modifying the armor on your own, once you have the total modified cost worked out, subtract the original unmodified cost. Rather than paying the full cost for the modification, you pay only 40% of this difference for materials.

On a successful roll on Intelligence plus Fabrication, the armor is modified. On a critical success, the item has been modified and has some additional quality that the designer did not plan on (determined by the GM. Usually an extra Damage Resistance bonus or an extra Armor Shrug).

On a failed roll, the armor has not been properly modified, but the character can try again.

On a critical failure, the armor has been destroyed and the materials are lost. Buy more and try again.

Armor can cover six distinct areas. The torso (center mass, the default area covered), the head, the arms, the legs, the hands, and the feet. The area covered by a piece of armor is listed in the Armor chart.

Each additional area covered by a piece of armor increases the cost of the armor by twenty percent. If the armor doesn't cover a listed area, decrease the cost of the armor by twenty percent.

If the armor covers half of an area (such as covering only one arm, one leg, one hand, or one foot), decrease the cost of the armor by ten percent.

For every +1 to the DR of a piece of armor, increase the cost of the armor by five percent. To subtract 1 DR from a piece of armor, decrease the cost of the armor by five percent. The maximum DR that a piece of armor can have is +30, the minimum is +5 (less than that and it barely counts as armor).

For every +1 Armor Shrug, increase the cost of the armor by twenty percent. For every -1 Armor Shrug, decrease the cost of the armor by twenty percent. Armor can have a maximum of five Armor Shrugs, and a minimum of zero.

For every additional hit that the armor can take before being rendered useless, add five percent to the cost of the armor. For every one less hit that the armor can take before being rendered useless, decrease the cost by five percent. Alternatively, to double the number of hits that a piece of armor can take, increase its cost by twenty-five percent. To multiply the number of hits that a piece of armor can take by four, increase its cost by one-hundred percent. Armor that can simply keep taking hits and not degrade can be had, by increasing the cost of the piece of armor by five hundred percent. There is no maximum to the number of hits that armor can take before it must be repaired. The minimum number of hits before repair is one.

For every +1 to the armor's Agility penalty, increase the cost of the armor by thirty percent. For every -1 to the armor's Agility penalty, decrease the armor's cost by thirty percent. Armor can have an Agility penalty as low as -4, and as high as -0.

Armor that is fireproof (which adds it's full DR bonus to protect against direct exposure to fire) increases its cost by thirty percent.

Armor that is environmentally sealed MUST cover all six areas. To seal such armor (which includes a two-hour air supply and protects against airborne agents such as toxins and diseases, but not radiation) increases the cost of the armor by one hundred percent.

Armor that is environmentally sealed can protect against Radiation by increasing the cost by fifty per-



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cent.

Armor that is environmentally sealed AND Radiation sealed can be made impervious to Vacuum, becoming a true Space Suit, by increasing its cost by two hundred percent.

Environmentally sealed armor can be given additional life support duration. For every additional hour of life support, increase the cost of the armor by five percent. Reducing the duration of the armor's life support by half-an-hour reduces the cost of the armor by five percent. Armor can have a maximum life support duration of twenty-four hours, and a minimum life support duration of half-an-hour.

It requires metal working or composites tools to modify armor.

## Armor Accessories

For all armor accessories, increasing the accessory's DR increase the cost of the item by five percent for each additional point of DR. Likewise, decreasing the DR of an item reduces the cost of the item by five percent.

Armor accessories can have up to double their listed value in DR, or be taken to as low as half the listed value.

For all armor accessories, increasing the accessory's Shrugs increase the cost of the item by thirty percent per additional Shrug. Likewise, decreasing an accessory's number of Shrugs reduces the cost of the item by thirty percent.

Armor accessories can have a maximum of five Shrugs, and a minimum of zero.

Armor accessories can have their DR and Shrugs modified, otherwise, the listed models have all of the capabilities available to sights.

It requires metal-working, composite, and/or electronics tools to modify sights.

## Fabricating Armor

To build armor or an armor accessory from scratch, the Character must first establish that they know how to build the it. This "Conception Roll" is accomplished on a successful roll against the Intelligence stat plus the Fabrication skill. If the Character has access to a computer, they can make a roll on their Perception stat plus the Computer skill to research the armor online, a successful roll getting them a +5 to the Conception roll. Alternatively, if the character has access to a Library, they can make a roll on their Perception stat plus their Academics skill, with a successful roll getting them a +4 to the Conception roll.

Having made the conception roll, they can start with the statistics for any of the armor or armor accessory on the armor or accessories charts, and work out what modifications they want to make to the base armor template. Increasing the armor's statistics or adding modifications carries the same cost in the conception stage as it does when modifying the armor.

Having worked out the final cost of the armor, the Character can then construct the armor for only 40% of the total design's cost. A single roll against the Character's Intelligence stat plus Fabrication skill gets the job done. A failure on this roll indicates that the armor was not made, but the materials can be salvaged and the attempt can be made again. A critical failure on this roll means that the materials were lost in the failed attempt.

A critical success on the Fabrication roll gives the armor or accessories abilities that the designer did not plan for… the Game Master should be generous with some form of bonus (usually more of a skill bonus or more DR).

The same tools necessary to modify a given piece of armor or armor accessory are used to fabricate it.



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# APPENDIX 7

# Modifying and Fabricating Your Own Computers

Modifying computers either increases or decreases the cost of the computer. As with all equipment, no matter what is decreased, the cost of the modified computer can not be less than ten percent of the original cost.

The final modified cost of this computer assumes that you've purchased it after-market from a shop. If you are modifying the computer on your own, once you have the total modified cost worked out, subtract the original unmodified cost. Rather than paying the full cost for the modification, you pay only 40% of this difference for materials.

On a successful roll on Intelligence plus Computers, the computer is modified. On a critical success, the computer has been modified and has some additional quality that the designer did not plan on (determined by the GM. Usually an more processing speed more RAM).

On a failed roll, the computer has not been properly modified, but the character can try again.

On a critical failure, the computer has been destroyed and the materials are lost. At best, it will sing the song "Daisy," gradually slowing until it goes completely off line.

If a player wants a modification that is not listed in this section, The Deal is in full effect. The Game Master is encouraged to listen to all ideas, reject any that are outrageous or amazingly unbalancing, and charge a reasonable amount for the modification. (Anywhere from five to fifty percent of the base cost of the weapon is fair. Anything more than that can be charged if the modification is designed to make the Game Master's life difficult).

To increase the computer's Bonus to skill rolls made while using the computer, increase the cost of the computer by twenty percent for each +1. To reduce the computer's Bonus, decrease the cost of the computer by twenty percent. Computers can have a Bonus of up to +5 (very rare to have a +5), and can have a "Bonus" as low as -5 (you'd be better off trying to play "Doom" by just staring at the disk).

Increasing a computer's Processing Speed by 500 GHz increases the cost of the computer by twenty-five percent. Decreasing a computer's Processing Speed by 500 GHz decreases the cost of the computer by twenty-five percent. Modern technology (Standard technology) can max a computer at ten THz, High technology can max a computer at fifty THz. Computers can be modified to have a speed as low as five-hundred GHz, but that's slow and slow is bad.

Increasing a computer's RAM by 500 GB increases the cost of the computer by twenty percent. Reducing a computer's RAM by 500 GB decreases the cost of the computer by twenty percent. At Standard technology, a Computer's RAM has a maximum of twenty TB. At High technology, a Computer's RAM has a maximum of one hundred TB. The lowest RAM that is considered workable is 500 GB.

Increasing the Memory Storage of a computer by ten TB increases the cost of the computer by five percent. Decreasing the Memory Storage of a computer by ten TB decreases the cost of the computer by five percent. There is no upper limit to how much Memory Storage can be slotted into a computer. The lowest workable amount of Memory Storage is considered ten TB.

For each additional Universal Peripheral Port in a computer, increase the computer's cost by one percent. Removing a UPP decreases the computer's cost by one percent. There is no upper limit to the number of UPPs that can be in a computer, while five is the lowest number considered workable.

Adding a wireless hub to a computer (which wirelessly connects to up to ten wireless peripherals) increases the cost of the computer by five percent per hub. Removing a wireless hub from a computer decreases the computer's cost by five percent. A computer can have



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up to ten wireless hubs, or as few as zero.

Adding an HDD drive to a computer increases the cost of the computer by five percent. Removing an HDD drive from a computer decreases the cost of the computer by five percent. If you're making a system for publishing HDDs, you can put up to fifty of them into a single computer. A computer can be made with NO HDD drive, downloading its software across wireless networks, but people wouldn't like it very much.

Increasing a computer's DR increases the cost of the computer by two percent for each additional point of DR. Likewise, decreasing the DR of a computer reduces the cost of the computer by two percent. Computers can have up to fifty DR.

Increasing the computers Shrugs increases the cost of the computer by twenty percent per additional Shrug. Likewise, decreasing a computer's number of Shrugs reduces the cost of the computer by thirty percent. Computers can have a maximum of five Shrugs, and a minimum of zero.

A computer can be "Hardened," making it immune to the effects of Electromagnetic Pulse and other radiological hazards. This increases the cost of the computer by fifty percent.

A computer can be put into a dedicated case with a fold out monitor, and turned into a laptop. This increases the cost of the computer by thirty-five percent.
A computer can also be made unreliable, crashing on a roll of a natural 19 or 20. This reduces the cost of the computer by thirty percent.

A set of Electronics or Computer tools are necessary to modify Computers.

## Computer Peripherals

Peripherals can be modified by the same rules as computers.

Increasing a computer peripheral's DR increases the cost of the peripheral by two percent for each additional point of DR. Likewise, decreasing the DR of a peripheral reduces the cost of the peripheral by two percent. Peripherals can have up to forty DR.

Increasing the computer peripheral's Shrugs increases the cost of the peripheral by twenty percent per additional Shrug. Likewise, decreasing a peripheral's number of Shrugs reduces the cost of the peripheral by thirty percent. Peripherals can have a maximum of five Shrugs, and a minimum of zero.

Any peripheral can be made a wireless peripheral by increasing its cost by twenty percent.

Peripherals can also be equipped with lights that are there for no reason other than to look cool. This increases the cost of the peripheral by five percent.
A set of Electronics or Computer tools are necessary to modify computer peripherals.

## Fabricating Computers and Peripherals

To build a computer or peripheral from scratch, the Character must first establish that they know how to build the accessory. This "Conception Roll" is accomplished on a successful roll against the Intelligence stat plus the Fabrication skill. If the Character already has access to a computer, they can make a roll on their Perception stat plus the Computer skill to research the accessory online, a successful roll getting them a +5 to the Conception roll. Alternatively, if the character has access to a Library, they can make a roll on their Perception stat plus their Academics skill, with a successful roll getting them a +4 to the Conception roll.

Having made the conception roll, they can start with the statistics for any of the computers on the computer chart, and work out what modifications they want to make to the base computer template. Increasing the computer's statistics or adding modifications carries the same cost in the conception stage as it does when modifying the computer.

Having worked out the final cost of the computer, the Character can then construct the item for only 40% of the total design's cost. A single roll against the Character's Intelligence stat plus Computer or Electronics skill gets the job done. A failure on this roll indicates that the computer was not made, but the materials can be salvaged and the attempt can be made again. A critical failure on this roll means that the materials were lost in the failed attempt.

A critical success on the Fabrication roll gives the accessory abilities that the designer did not plan for… the Game Master should be generous with some form of bonus (usually more of a skill bonus or more DR).

The same tools necessary to modify a computer or peripheral are used to fabricate it.



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# APPENDIX 8

# Modifying and Constructing Your Own Housing

Modifying your home may not be too good of an idea if you're a renter. Reinforcing your walls or putting in extra rooms violates most renter's agreements, and may annoy the hell out of your neighbors. We're not gonna say you can't do it, but when the landlord comes knockin', well, you've been warned.

Modifying housing incurs a one-time cost in materials and labor, based on a percentage (or multiple) of the property's monthly cost.

The final cost of this modification assumes that you've had it modified by a contractor. If you are modifying the housing on your own, once you have the total cost of the modification worked out, subtract the original unmodified cost. You pay only 40% of this difference for materials.

On a successful roll on Intelligence plus Construction, the housing is modified. On a critical success, the housing has been modified and has some additional quality that the designer did not plan on (determined by the GM. Usually a higher DR).

On a failed roll, the housing has not been properly modified, but the character can try again.

On a critical failure, you've knocked down a wall, lost the use of at least one room (depending on the GM), and must succeed at a Stamina plus Toughness roll or take a Shrug from falling materials.

Adding a room to housing cost two times (two hundred percent) the monthly cost of the housing.

Increasing the DR of housing costs ten percent of the monthly cost of the housing per additional DR.

Increasing the Shrugs of Housing costs one hundred percent of the monthly cost of the housing per Shrug. Decreasing the DR or Shrugs of housing costs a few hardy swings with a crowbar. It might not be too good of an idea to degrade your structure too much… at zero Shrugs, they tend to fall down a lot.

### Constructing Your Own Housing

The problem with constructing your own housing isn't the materials its made out of, its WHERE the structure is built. You're not merely paying for the upkeep on a structure, but the payments on the property and the property taxes.

Before housing can be constructed, it must be designed. A roll on Intelligence plus Construction will provide a set of blueprints. A successful roll on Intelligence plus Computers will give a +4 to the roll to design the property.

Once the housing is designed, a successful roll of Strength plus Construction gets the job done. The cost of the structure is the monthly cost of the proposed structure times fifty. To complete the job, it will take one man/day per thousand dollars of cost. This effort can be divided among a number of men, shortening the construction time considerably.

For Example: *John wants to build a Pre-Fab home, costing 62,500.00. It will take sixty-two and a half man days (eight hour work days) to complete. John gets a bunch of his friends together, getting twenty people on the job. Dividing sixty-two man days among twenty people will make the job take just over three days.*

Each person participating in the construction effort must make the roll on Strength plus Construction. Failing this roll means that person can not contribute their man hours, critically failing this roll means that they take one Shrug and cause not only themselves but another person to not be able to contribute their man hours. It's bad to drop hammers on people.

Construction tools are necessary to construct housing.



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# APPENDIX 9

# Modifying and Fabricating Your Own Vehicles

Modifying a vehicle either increases or decreases the cost of the vehicle.

The final modified cost of the vehicle assumes that you've purchased it after-market from a shop. If you are modifying the vehicle on your own, once you have the total modified cost worked out, subtract the original unmodified cost. Rather than paying the full cost for the modification, you pay only 40% of this difference for materials.

On a successful roll on Intelligence plus Fabrication, the vehicle is modified. On a critical success, the vehicle has been modified and has some additional quality that the designer did not plan on (determined by the GM. (Usually extra speed or a higher DR).

On a failed roll, the vehicle has not been properly modified, but the character can try again.

On a critical failure, the vehicle is utterly destroyed.

Increasing the handling of a vehicle by +1 increases the cost of the vehicle by twenty percent. Decreasing the handling of a vehicle by -1 decreases the cost of the vehicle by twenty percent. A vehicle can have a maximum handling of +5, and a minimum handling of -3.

Increasing the Damage Resistance of a vehicle by +1 increases the cost of the vehicle by five percent. Decreasing the Damage Resistance of a vehicle by -1 decreases the cost of the vehicle by five percent. Vehicles can have a maximum DR of 50, and a minimum DR of 12.

Increasing the Material Shrugs of a vehicle by +1 increases the cost of the vehicle by twenty percent. Decreasing the Material Shrugs of a vehicle by -1 decreases the cost of the vehicle by twenty percent. Vehicles can have a maximum of fifty Material Shrugs, and a minimum of zero (but you wouldn't want to drive a car with zero Shrugs, trust me).

Increasing the Armor Shrugs of a vehicle by +1 increases the cost of the vehicle by fifteen percent. Decreasing the Armor Shrugs of a vehicle decreases the cost of the vehicle by fifteen percent. Vehicles can have a maximum of twenty Armor Shrugs and a minimum of zero.

Increasing the top speed of a vehicle by ten percent increases the cost of the vehicle by five percent. Decreasing the top speed of a vehicle decreases the cost of the vehicle by five percent. Vehicles can have their speed modified by up to a 100% increase, or to have a 50% decrease.

Increasing the mileage of a vehicle by ten percent increases the cost of the vehicle by seven percent. Decreasing the mileage of a vehicle by ten percent decreases the cost of the vehicle by seven percent. Vehicles can have an increase of up to 100%, or a decrease of 50% to their mileage.

Increasing the fuel capacity of a vehicle by ten percent increases the cost of the vehicle by two percent. Decreasing the fuel capacity of a vehicle by ten percent decreases the vehicle by two percent. Vehicles can have an increase of up to 100% or a decrease of 50% to their fuel capacity.

Adding another crew station to a vehicle, with a seat and a set of controls, increases the cost of the vehicle by fifteen percent. Removing a crew station from a vehicle also increases the cost of the vehicle by fifteen percent, because the vehicle has to be modified to run with fewer operators. Vehicles can have their number of crew doubled as a maximum. No vehicle can be modified to run on less than one crew station.

Adding another passenger seat to a vehicle increases the cost of the vehicle by ten percent. Removing a passenger seat from a vehicle decreases the cost of the vehicle by ten percent. Vehicles can have their number of passengers doubled as a maximum. Vehicles can also be modified to carry no passengers at all.



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Increasing the cargo capacity of a vehicle by ten percent increases the cost of the vehicle by ten percent. Decreasing the cargo capacity of a vehicle by ten percent decreases the cost of the vehicle by ten percent. A Vehicle's Cargo capacity can be increased by up to fifty percent. It can be reduced to zero.

Hard points can be neither added to nor subtracted from a vehicle.

Increasing a vehicle's acceleration by ten percent increases the cost of the vehicle by five percent. Decreasing the vehicle's acceleration by ten percent decreases the cost of the vehicle by five percent. A vehicle's acceleration can be doubled as a maximum, and halved as a minimum.

Increasing the maximum altitude of an aircraft by ten percent increases the cost of the aircraft by twenty percent. Decreasing the maximum altitude of an aircraft by ten percent reduces the cost of the vehicle by five percent. If an aircraft is not pressurized, its maximum altitude can not exceed 15,000 feet. If the aircraft is pressurized, its maximum altitude can not exceed seventy-five thousand feet. An aircraft's maximum altitude can not be reduced by more than fifty percent.

Increasing the climb of an aircraft by ten percent increases the cost of the aircraft by thirty percent. Decreasing the climb of an aircraft by ten percent decreases the cost of the aircraft by fifteen percent. The climb of an aircraft can be doubled, as a maximum, and reduced by half as a minimum.

Increasing the crush depth of a submersible vehicle by ten percent increases the cost of the vehicle by fifty percent. Decreasing the crush depth of a submersible vehicle is a really really bad idea, but for every ten percent of decrease in crush depth, the cost of the vehicle is reduced by twenty five percent. Crush depth can be doubled as a maximum, and halved as a minimum.

The life support duration of a submersible vehicle can be doubled, increasing the cost of the vehicle by ten percent. The life support duration of a submersible vehicle can be halved, reducing the cost of the vehicle by ten percent.

Pressurizing an unpressurized aircraft doubles the cost of the vehicle.

It requires the appropriate tool kit for that type of vehicle to modify a vehicle.

## Fabricating Your Own Vehicle

To build a vehicle from scratch, the Character must first establish that they know how to build the vehicle. This "Conception Roll" is accomplished on a successful roll against the Intelligence stat plus the Fabrication skill. If the Character has access to a computer, they can make a roll on their Perception stat plus the Computer skill to research the accessory online, a successful roll getting them a +5 to the Conception roll. Alternatively, if the character has access to a Library, they can make a roll on their Perception stat plus their Academics skill, with a successful roll getting them a +4 to the Conception roll.

Having made the conception roll, they can start with the statistics for any of the vehicles on the vehicle charts, and work out what modifications they want to make to the base vehicle template. Increasing the vehicle's statistics or adding modifications carries the same cost in the conception stage as it does when modifying the vehicle.

Having worked out the final cost of the vehicle, the Character can then construct the vehicle for only 40% of the total design's cost. A single roll against the Character's Intelligence stat plus Fabrication skill gets the job done. A failure on this roll indicates that the vehicle was not made, but the materials can be salvaged and the attempt can be made again. A critical failure on this roll means that the materials were lost in the failed attempt.

A critical success on the Fabrication roll gives the vehicle abilities that the designer did not plan for… the Game Master should be generous with some form of bonus (usually more handling or more DR).
The same tools necessary to modify vehicles are used to fabricate it.



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# APPENDIX 10

# Bibliography/Filmography

No effort of writing happens without inspiration. Here is a list of the books, movies, and television shows that inspired this work, along with countless trips to "Hooters."

## Books

Appleton, Victor. The *Tom Swift Jr*. series.

Asimov, Isaac. The *Foundation* Series, *I Robot*, and any of about a million-and-a-half other works.

Asprin, Robert. The *Myth* series, *Phule's Company*

Barker, Clive. *The Hellbound Heart.* This book was made into the movie "Hellraiser," but read the book.

Barnes, Stephen, along with Larry Niven. The *Dream Park* trilogy.

Burroughs, Edgar Rice . The *John Carter, Warlord of Mars* series, not to mention *Tarzan*.

Campbell, Joseph *The Hero With a Thousand Faces*

Dick, Phillip K. Just about everything, but *Do Androids Dream of Electric Sheep* comes to mind.

Doyle, Sir Arthur Conan. The Sherlock Holmes stories, AND his Lost World series.

Dumars, Denise, with Lori Nix. *The Dark Archetype.* Useful if you want to really get into the head of your bad guys.... your REALLY bad guys.

Gaiman, Neil. *The Books of Magic, The Sandman, Modern Gods*. That, and anything else Neil Gaiman ever touched or breathed on.

Gibson, William. *Neuromancer, Count Zero, Mona Lisa Overdrive*. Cyber-Enhanced wouldn't be the same without him.

Gygax, Gary. "Gord the Rogue" series, and any of his treatises on role playing and/or game design.

Hamilton, Laurel K. The *Anita Blake* series, where the world wouldn't be the same without its Hot Chicks.
Harrison, Harry. The *Stainless Steel Rat* series.

Howard, Robert E.: CONAN! The prime model of someone who understands the concept of beating up bad guys and taking their stuff.

King, Stephen *Pet Cemetary*, *Salem's Lot*, *The Stand*, oh, hell, I'm not going to try to list them all. It's Stephen Freakin' King.

Laumer, Keith. The *Retief* series.

Lee, Bruce. *Tao of Jeet Kun Do*.

Lieber, Fritz. Any of the Lankhmar stories featuring Fafhrd and the Grey Mouser. Heck, ANY Fritz Lieber story.

Lovecraft, Howard Phillip. Anything he wrote and anything that was inspired by his writing. No modern gamer can fully understand the horror inherent in the universe without reading this man's work.

Moorcock, Michael: Any of the *Elric* stories, or the *Eternal Champion* cycle. For some reason, one of the authors is particularly enamored with *The Chronicles of Corum*

Niven, Larry. *Ringworld*, The *Ringworld Engineers*, The *Ringworld Throne*, any of his *Known Space* stories, and jut about anything else he ever wrote.

O'Barr, James. *The Crow*.

Poe, Edgar Allen. His poems and short stories. "Fall of the House of Usher," "Masque of the Red Death," "The Pit and the Pendulum," and others. Creepy!

Robeson, Kenneth. The *Doc Savage* series. When you want to see the lengths that someone will go to to keep all of their stats at 10.

Robinson, Spider. The *Callahan's Saloon* series.

Shelly, Mary *Frankenstein or The Modern Prometheus*.



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Quite a shock to read the book and find the Monster speaking better English than some of the people we game with.

Simak, Clifford. *The Cosmic Engineers*.

Smith, E.E. "Doc." The *Lensman* series and the *Skylark* series, from which Scott got his sense of scope.

Stoker, Bram. *Dracula* If you're gonna have vampires in a game, you got to do it right.

Verne, Jules. Anything he wrote.

Wells, H.G. *The War of the Worlds, the Time Machine*, and other works.

Williamson, Jack. The *Legion of Space* series, or the "Just how far can you push a group of PCs past the brink of total defeat, near death, and apocalypse and STILL have them win so you can write a sequel" books.

If we missed anyone, we're sorry… there are a LOT of books in our past.

## Filmography

NOTE: Scott and Vic like many movies that people might consider "good," but we like a great many more movies that people might consider "Bad." Fair warning be given.

"Ninja Champion"

"Pootie Tang"

"The Green Slime."

"Zoolander"

Any horror movies by Wes Craven or John Carpenter.

Any western by Sergio Leone, the "High Plains Drifter" movies in particular.

Any zombie film by George Romero.

Anything by Russ Meyer.

Anything done by Robert Rodriguez.

Anything made by the Wachowski Brothers (where less than fifty percent of the movie is dialogue).

Anything produced by Troma films.

Anything made by Quentin Tarintino.

Anything shown on a space station with a row of theater seats occupied by a man trapped in space and his robot buddies.

Anything starring Chow Yun Fat, directed by John Woo, or with fight choreography by Wu Ping.

Francis Ford Coppola, "The Godfather" series.

George Lucas and Stephen Spielberg, "Indiana Jones."

George Lucas, "Star Wars." Yes, the whole series. Bite me.

The collected works of Akira Kurasowa.

The collected works of Alfred Hitchcock.

Again, we watch a LOT of movies, and we apologize if we missed anyone.



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# APPENDIX 11

# Glossary

| | |
|---|---|
| Aliens | Sentient beings from other worlds, here to harvest humanity for otherworldly gain. |
| Corporation | A business entity, many of which have engaged in dehumanization to increase their profit margin. |
| Critical Failure | Rolling a natural 20. Should be catastrophic and funny |
| Critical Success | Rolling a natural 1. Best of all possible outcomes in any given situation. |
| Cyberware | Electronic implants designed to improve human performance. "Better, Stronger, Faster." The recipient of Cyberware is known as a Cyborg. Also known as Cybernetics or Bionics. |
| Demon | A creature from Hell, often sentient, usually knowing some magic. Here to feed off of human terror and suffering. |
| Dice | In this game, two four-sided dice (2d4) for character generation, and one twenty-sided die (1d20) for everything else. |
| Game Master (GM) | The person who takes the job of running the game, controlling all of the NPCs, describing the environment and world, and providing the framework of the adventure for the Player Characters to operate in. |
| Healing Ritual | An activity that takes a half-an-hour or so which allows a Character to heal all damage taken. Must be roleplayed. |
| Improvement | The process of a character spending earned (or taken) cash on becoming better in various areas, improving their abilities. |
| Magic | The act of altering the universe through sheer force of will, using formulas of concentration known as "Spells." People using Magic are known as Mages, Casters, or Spell Slingers. |
| Non-Player Character (NPC) | A personality in the game controlled by the Game Master. Can be a fully fleshed out character or just a few notes. Every person or creature that the Player Characters meet in game, ally or adversary, is an NPC. |
| Player Character (PC) | A personality in the game controlled by a player. A work of fiction with numeric values for determining whether or not they succeed at difficult actions. |
| Psionics | Abilities allowing one to exert force and communicate with the mind, without the use of the body. Persons with this ability are known as Psionicists, Psis, or Psychics. |
| Risk | The quality of a Named Character in this game that allows them to bend reality and use otherworldly powers. |
| Risk Depletion | The practice of a GM giving PCs difficult situations so that they are constantly running out of Risk to spend. Highly encouraged. |
| Shrugs | The ability of a PC or NPC to "Shrug" off damage and continue acting as if an injury had never actually occurred. When a character's Shrugs have been depleted, they risk going Unconscious (Unco) or becoming Dead. |
| Statistics (Stats) | The numeric values that determine a Character's limitations. Basic Statistics are rolled using 2d4 and adding two (2d4+2). Derived Statistics are statistics that are calculated using the Basic Statistics. |
| Super Powers | Abilities above and beyond those of mortal man. Usually defies physics and other laws of reality. Those blessed with Super Powers are called Supers or Metahumans. |
| The Deal | The Social Contract Game Mechanic. A Game Master is encouraged to listen to requests from their players and haggle over them, allowing reasonable requests at some cost, usually Cash, Risk, or Shrugs. |
| The One Emperor | Immensely powerful being from the Time before Time, who ruled the Earth when there was only a single continent. His death shattered the continent and shaped the Earth into the globe we now know. |
| Time Before Time | A civilization of magic, power, and enlightenment that ended nearly twenty-thousand years ago with the death of the One Emperor. |



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# APPENDIX 12

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# APPENDIX 13

# Charts

Here is a collection of some of the most useful information in the book. Here you will find the lists of Cyberware, Martial Arts abilities, Psionic Disciplines, Super Powers, and Magic Spells.

At the very back, please fine one Character Sheet, complete with permission granted to photocopy. If you're uisng this book as a PDF, feel free to just print out those two pages as often as you like.



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# MARTIAL ARTS QUICK REFERENCE

| Martial Art Ability | $ Cost | Notes |
|---|---|---|
| Dodge Without Penalty | $15,000.00 | No Margin Penalty to Dodge |
| No Dodging Flank | $7,500.00 | No penalty to dodge attacks from flank, only -1 to dodge attacks from rear |
| Parry Without Penalty | $15,000.00 | No Martin Penalty to Parry |
| No Parrying Flank | $10,000.00 | No penalty to parry penalties from flank, only -2 to parry attacks from the rear |
| Six O'Clock Block | $10,000.00 | Aware of attacks from rear – combined with "No X Flank," no penalty to defend rear |
| Entering a Larger World | $20,000.00 | Aware of all incoming attacks, even in complete darkness, even from a mile away |
| Iron Shirt | $200.00 | Adds +1 to Damage Resistance. Can be bought up to 5 times. |
| Steel Fortress | $5,000.00 | ALWAYS add Toughness skill to Damage Resistance |
| Woo-Pah Overdrive | $4,000.00 | +1 to Hand to Hand damage, can be bought up to 3 times. |
| Kicking Practice | $4,000.00 | Negates penalties for Kicking |
| All Knees and Elbows | $6,000.00 | Negates penalties for knee or elbow strikes |
| Forehead of Iron | $4,000.00 | Negates penalties for head butt |
| Open Hand Mastery | $15,000.00 | Natural 20 on Hand to Hand attacks are a failure, not a critical failure |
| Fist of Flurry | $20,000.00 | +1 Attack at no Extra Action penalty, can be bought up to 3 times. |
| Kip Up | $4,000.00 | Go from prone to standing as a free action with a successful Agility plus Acrobatics roll |
| Give Me That | $4,000.00 | Negates penalties for disarming |
| Jumping Kick | $10,000.00 | Jump up to Standing Broad Jump distance and attack, add +1 to damage of attack |
| Leaping Kick | $20,000.00 | Jump up to Running Broad Jump Distance and attack, add +5 to damage of attack |
| The Off Button | $15,000.00 | Costs 5 Risk – make target roll Stam plus Toughness minus HtH Damage or go Unco |
| Fist Without Shadow | $20,000.00 | For 1 Risk – do damage up to Will feet away. 5 Risk – HtH + 3 Dam up to Will x2, 10 Risk – HtH +10 up to Will x 4 |
| Blocking the Arrow | $15,000.00 | Parry ranged archaic or thrown weapons |
| Bullet Spang | $30,000.00 | Parry Bullets (but not Autofire) |
| Light Interception | $10,000.00 | (must have Bullet Spang) Parry beam weapons (but not Autofire) |
| Blade Flurry Defense | $10,000.00 | (mutt have Bullet Spang) Parry Autofire |
| Adaptive Combat Technique | $30,000.00 | 6 rounds of improvement from -1 to +4 on single foe, costs 10 Risk |
| Targeted Hand to Hand | $7,500.00 | No called shot penalties for body location with Hand to Hand skill |
| Targeted Grappling | $7,500.00 | No called shot penalties for body location with Grappling skill |
| Targeted Melee | $10,000.00 | No called shot penalties for body location with Melee skill |
| Lock and Pop technique | $6,000.00 | Free attack against an opponent who's arm has just been grappled |
| Divine Gracie | $5,000.00 | No Grapple Parry penalty |
| Mode of Operation | $30,000.00 | Grapple with 1 hand, strike with any body part as if knee or elbow, grapple up to 3 foes |
| Steel Palm | $10,000.00 | No penalty to parry a melee weapon bare-handed |
| Combat Breaking Technique | $10,000.00 | Burst of Strength can be added to damage in combat |
| Pro Breaker | $15,000.00 | Does not cost a Shrug to add a Burst of Strength to damage |
| Wire-Fu | $25,000.00 | Double jumping distance, walls are floors while running, +2 to Acrobatics, +2 Initiative |
| Dim Mak | $75,000.00 | Costs 60 Risk. Target can no longer regain Risk – at all. |
| Jinx's Palm | $75,000.00 | Costs 60 Risk. Negate target's "I Know Kung Fu" merit |
| Prone Combat | $15,000.00 | No penalties to attack or defend while prone, kneeling, or sitting. |



allen pay (order #1043368)

# CYBERWARE QUICK REFERENCE

| Cyberware | $ Cost | Notes |
|---|---|---|
| **Cortex/Neural Enhancements** | | |
| Occipital Cortex Display Matrix | $1,000.00 | Video Display Feed |
| Optical Interferometry Package | $1,200.00 | +2 to Visual Perception |
| Audio Cortex Listening Matrix | $600.00 | Audio Feed |
| Implanted Computer | $4,000.00 | Onboard Computer |
| Bio Wi-Fi Node | $800.00 | Wireless Interfacing |
| Cyber-Link | $2,000.00 | Control Cyber-Linked equipment; +1 to cyber guns, +2 with Occ Disp. Matrix |
| Implanted Communicator (basic) | $600.00 | Communicator, range ½ mile (2 miles with Bio Wi-Fi) |
| Implanted Communicator (milspec) | $2,000.00 | Communicator, Encrypted, range ½ mile (2 miles with Bio Wi-Fi) |
| Myelin Conductive Sheathing | | |
| Dex 4 to Dex 5 | $1,000.00 | |
| Dex 5 to Dex 6 | $2,000.00 | |
| Dex 6 to Dex 7 | $4,000.00 | |
| Dex 7 to Dex 8 | $8,000.00 | |
| Dex 8 to Dex 9 | $16,000.00 | |
| Dex 9 to Dex 10 | $32,000.00 | |
| Adrenal “Zone” Modification | | |
| +1 Initiative, +3 Speed | $2,000.00 | |
| +2 Initiative, +6 Speed | $4,000.00 | |
| +3 Initiative, +10 Speed | $6,500.00 | |
| **Structural Enhancements** | | |
| Single-Arm Reinforcement | | |
| Str 4 to Str 5 | $125.00 | +1 Armor Shrug to Modified Arm |
| Str 5 to Str 6 | $250.00 | +1 Armor Shrug to Modified Arm |
| Str 6 to Str 7 | $500.00 | +1 Armor Shrug to Modified Arm |
| Str 7 to Str 8 | $1,000.00 | +1 Armor Shrug to Modified Arm |
| Str 8 to Str 9 | $2,000.00 | +1 Armor Shrug to Modified Arm |
| Str 9 to Str 10 | $4,000.00 | +1 Armor Shrug to Modified Arm |
| Two Arm Reinforcement | | |
| Str 4 to Str 5 | $250.00 | +1 Armor Shrug to Modified Arm |
| Str 5 to Str 6 | $500.00 | +1 Armor Shrug to Modified Arm |
| Str 6 to Str 7 | $1,000.00 | +1 Armor Shrug to Modified Arm |
| Str 7 to Str 8 | $2,000.00 | +1 Armor Shrug to Modified Arm |
| Str 8 to Str 9 | $4,000.00 | +1 Armor Shrug to Modified Arm |
| Str 9 to Str 10 | $8,000.00 | +1 Armor Shrug to Modified Arm |
| Leg Reinforcement | | 2 Legs Only |
| Str 4 to Str 5 | $550.00 | +1 Armor Shrug to Legs, +3 to Speed Stat |
| Str 5 to Str 6 | $800.00 | +1 Armor Shrug to Legs, +3 to Speed Stat |
| Str 6 to Str 7 | $1,300.00 | +1 Armor Shrug to Legs, +3 to Speed Stat |
| Str 7 to Str 8 | $2,300.00 | +1 Armor Shrug to Legs, +3 to Speed Stat |
| Str 8 to Str 9 | $4,300.00 | +1 Armor Shrug to Legs, +3 to Speed Stat |
| Str 9 to Str 10 | $8,300.00 | +1 Armor Shrug to Legs, +3 to Speed Stat |
| General Frame Reinforcement | $20,000.00 | +1 to Stamina (CAN go above 10), +1 Shrug |



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| Cyberware | $ Cost | Notes |
|---|---|---|
| Carbon-Fiber Muscle Weave | | |
| Str 4 to Str 5 | $500.00 | |
| Str 5 to Str 6 | $1,000.00 | |
| Str 6 to Str 7 | $2,000.00 | |
| Str 7 to Str 8 | $4,000.00 | |
| Str 8 to Str 9 | $8,000.00 | |
| Str 9 to Str 10 | $16,000.00 | |
| Polymer Tissue Reinforcement | | |
| Sta 4 to Sta 5 | $500.00 | |
| Sta 5 to Sta 6 | $1,000.00 | |
| Sta 6 to Sta 7 | $2,000.00 | |
| Sta 7 to Sta 8 | $4,000.00 | |
| Sta 8 to Sta 9 | $8,000.00 | |
| Sta 9 to Sta 10 | $16,000.00 | |
| Enhanced Joint Bearings | | |
| Agi 4 to Agi 5 | $1,000.00 | |
| Agi 5 to Agi 6 | $2,000.00 | |
| Agi 6 to Agi 7 | $4,000.00 | |
| Agi 7 to Agi 8 | $8,000.00 | |
| Agi 8 to Agi 9 | $16,000.00 | |
| Agi 9 to Agi 10 | $32,000.00 | |
| Dermal Carbon Fiber Weave | | |
| +5 Damage Resistance | $1,250.00 | |
| +10 Damage Resistance | $2,500.00 | |
| +20 Damage Resistance | $4,500.00 | -1 to Agility |
| **Prosthetic Replacement** | | |
| Replacement Arm, Half | $10,000.00 | DR 16, 1 Shrug, 1 Concealed Component |
| +1 to Dexterity | $2,500.00 | Up to +3 |
| +1 Damage Resistance | $200.00 | Up to +10 |
| +1 Armor Shrug | $2,500.00 | Up to +3 |
| +1 Hand Strength | $3,750.00 | Up to +3 (only good for grappling and resisting disarms) |
| Reinforced Striking Surfaces | $5,000.00 | For +1 to Hand to Hand damage, maximum +3 |
| Replacement Arm, Whole | $15,000.00 | DR 16, 2 Shrugs, 2 Concealed Components |
| +1 to Dexterity | $3,500.00 | Up to +3 |
| +1 Damage Resistance | $250.00 | Up to +10 |
| +1 Armor Shrug | $2,000.00 | Up to +5 |
| +1 Arm Strength | $4,500.00 | Up to +3 (good for Grappling and resisting Disarms, can lift with General Frame) |
| Reinforced Striking Surfaces | $6,000.00 | For +1 to Hand to Hand damage, maximum +3 |
| Replacement Leg, Half | $12,500.00 | DR 18. 1 Shrug. 2 Concealed Components |
| +1 Damage Resistance | $200.00 | Up to +10 |
| +1 Armored Shrug | $3,000.00 | Up to +3 |
| Reinforced Striking Surfaces | $5,000.00 | For +1 to Hand to Hand damage, maximum +3 |
| Replacement Leg, Whole | $25,000.00 | DR 20, 2 Shrugs, 4 Concealed Components |
| +1 Damage Resistance | $250.00 | Up to +10 |
| +1 Armored Shrug | $5,000.00 | Up to +3 |
| Reinforced Striking Surfaces | $6,000.00 | For +1 to Hand to Hand damage, maximum +3 |
| Two Leg Replacement, Half Mods | | |
| +5 to Speed | $3,750.00 | Up to +15 |
| +3 feet to Jumping Distances | $5,000.00 | Up to +9 feet |



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| Cyberware | $ Cost | Notes |
|---|---|---|
| Two Leg Reinforcement, Whole | $10,000.00 | Pelvic Mod, +1 to Stamina (can go above 10) |
| +10 to Speed | $5,500.00 | Up to +30 |
| +5 feet to Jumping Distances | $7,500.00 | Up to +15 feet |
| +50 lbs of Dead Lift | $3,500.00 | Up to +200 lbs (with General Frame Reinforcement, this is doubled !) |
| Eye Replacement | $5,000.00 | Perfect 20/20 |
| +1 Visual Perception | $2,000.00 | Up to +3 |
| Night Vision | $2,400.00 | Negates darkness penalties for all but Total Darkness (which becomes -1) |
| Infra-Red Vision | $3,500.00 | +2 to rolls to track, negates all darkness penalties |
| Ultra-Violet Vision | $2,000.00 | See into Ultra Violet |
| Telescopic Vision | $2,000.00 | 20x Optical Zoom (see things 2,000 meters away) |
| Microscopic Vision | $4,000.00 | 50x Optical Magnification, +2 to Fabrication and Repair rolls on small, detailed work |
| Two-Eye Replacement | | +1 to Perception Stat (may go above 10) |
| Two-Eye Processor | $6,750.00 | +3 to all Sight-Based perception rolls |
| Ear Replacement | $3,500.00 | |
| +1 Audio Perception | $2,000.00 | Up to +3 |
| High/Low Frequency Hearing | $2,750.00 | Hear Ultrasonic and Subsonic sounds |
| Two-Ear Replacement | | |
| Two-Ear Processor | $4,500.00 | +2 on all Perception based rolls to track |
| Olfactory Replacement | $8,000.00 | |
| Detailed Chem Analysis Suite | $3,000.00 | +2 to Stamina rolls to resist air-borne toxins, analyze airborne chemicals |
| Artificial Palate | $10,000.00 | |
| Detailed Chem Analysis Suite | $3,500.00 | +2 to Cooking rolls to find recipe, +2 to Stamina to resist food-born toxins |
| Artificial Heart | $15,000.00 | +1 to Stamina (can go over 10) |
| Conscious Control Link (basic) | $2,000.00 | +1 to endurance checks, +1 to resist interrogation, +2 on acting rolls to appear ill |
| Conscous Control Link (milspec) | $5,000.00 | Feing death, commit suicide |
| Artificial Lung (one) | $12,000.00 | +1 to Stamina (can take stamina over 10), +3 to resist respiratory illness |
| Artificial Lung (two) | $24,000.00 | +1 Stamina (can take stamina over 10), +1 Shrug, Immune to Respiratory Illness |
| High Capacity Cell | $2,500.00 | Breath holding time multiplied by 3 (by 5 if both lungs are replaced) |
| Toxin Filter | $5,000.00 | +3 to resist airborne toxins (+5 if both lungs are replaced) |
| Auto Shut-Down | $1,250.00 | Requires Olfactory Chem Analysis. +5 to resist airborne toxins (+10 if both lungs) |
| Artificial Digestive System | $20,000.00 | Immune to digestive diseases, can control caloric intake |
| Caloric Storage Cell | $7,500.00 | No ill effects for missing a week of eating |
| Hydration Module | $6,000.00 | No ill effects for missing a week of drinking water |
| Auto Purge | $6,500.00 | Requires Palate Chem Analysis. Stops digestion of ingested toxins, purges |
| Artificial Endocrine System | $30,000.00 | +3 to resist drugs, poisons, and alcohol, immune to endocrine diseases, infertile. |
| Fertility Module | $15,000.00 | No longer infertile – only fertile when desired |
| Enhanced Filters | $25,000.00 | Immune from poisons and narcotics (might be bypassed) |
| Adrenal Management System | $50,000.00 | Receives benefits of Pro Jumper, Pro Lifter, Pro Runner, and Quick merits. |

**Implanted Weapons**

| Weapon | Cost | Acc | Dam | Rnge | Shots | Weight | Kick | AP | DR | Shrugs |
|---|---|---|---|---|---|---|---|---|---|---|
| Cyberclaws | $500.00 | +1 | Str +2 | Melee | - | ½ lb | -0 | 2 | 20 | 1 |
| Cyberblade | $1,000.00 | +1 | Str +4 | Melee | - | 1 lb | -0 | 2 | 25 | 2 |
| Knuckle Bash | $400.00 | +0 | Str +3 | Melee | - | ½ lb | -0 | 0 | 22 | 1 |
| Tasertouch | $1,200.00 | +0 | Stun II | Melee | 5 | Neg | -0 | 0 | - | - |
| Cybergun Class Alpha | $1,000.00 | +1 | 10 | 15/20/40/80 | 10 | 1 lb | -0 | 0 | 22 | 1 |
| Cybergun Class Beta | $2,250.00 | +1 | 15 | 15/20/40/80 | 10 | 1 lb | -0 | 0 | 22 | 1 |
| Cybergun Class Gamma (full auto) | $4,500.00 | +2 | 10 | 50.100/200/400 | 100 | 1 lb | -0 | 5 | 20 | 1 |
| Cybergun Class X (3 rnd brst) | $125,000.00 | +3 | 25 | 100/200/400/800 | 40 | 1 lb | -0 | 3 | 25 | 2 |



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| Full Conversion | | |
|---|---|---|
| **Cyberware** | **$ Cost** | **Notes** |
| Full Conversion Secundus | $1,000,000.00 | All Physical Stats 8, +10 to DR, +2 Shrugs |
| Full Conversion Primus | $2,000.000.00 | All Physical Stats 10, +20 to DR, +3 Shrugs, modifiers can make physical stats exceed 10! |
| Increased DR | $250.00 | Up to +10 |
| More Shrugs | $10,000.00 | Up to +3 |
| Boosted Strength | | |
| Str +1 | $7,000.00 | |
| Str +2 | $14,000.00 | |
| Boosted Stamina | | |
| Sta +1 | $7,000.00 | |
| Sta +2 | $14,000.00 | |
| Boosted Agility | | |
| Agi +1 | $14,000.00 | |
| Agi +2 | $25,000.00 | |
| Boosted Dexterity | | |
| Dex +1 | $14,000.00 | |
| Dex +2 | $25,000.00 | |



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# PSIONICS QUICK REFERENCE

| Discipline | $ Cost | Range | Risk | Damage | Activate | Duration | Notes |
|---|---|---|---|---|---|---|---|
| Telepathy | $10,000 | ½ Perception in miles | 2 | None | 1 round | Per use | |
| Mind Probe | $20,000 | ¼ Perception in miles | 4 | None | 2 rounds | Per use | |
| Group Link | $5,000 | ½ Perception in miles | 3 or 6 | None | 1 round | 30 minutes | Link will for 3, will x 2 for 6 |
| Mind Blast | $4,000 | 100 yards | 1 or 3 | 12 or 15 | 1 round | Instant | Stun II, Will + Toughness resists |
| Thought Knife | $8,000 | 50 yards | 4 or 6 | 18 or 20 | 1 round | Instant | Double Will to Resist |
| Mind Armor | $5,000 | Self | 2 | +10 MDR | 1 round | 30 minutes | +10 mental DR, +5 to Resist |
| Empathy | $2,500 | 100 yards | 1 | None | 1 round | Instant | +3 Situational |
| Mind Switch | $50,000 | 20 yards | 10 | None | 2 rounds | Will in hours | |
| Mental Rapport | $30,000 | Unlimited (same dimension) | 1 | None | 5 minutes | Permanent | 1 Permanent Risk per link |
| Psychic Healing | $35,000 | Touch | Dam x 2 | + 5 Shrugs | 3 rounds | Permanent | |
| Telekinesis (Basic) | $25,000 | Perception x50 feet | 1, 3, 5 | Variable | 1 round | Per use | Up to Will x 50 lbs |
| Telekinesis (Impressive) | $50,000 | Perception x100 feet | 1, 3, 5 | Variable | 1 round | Per use | Up to Will x 100 lbs |
| Telekinesis (Super) | $100,000 | Perception x 200 feet | 1, 3, 5 | Variable | 1 round | Per use | Up to Will x 500 lbs |
| Telekinetic Fine Control | $20,000 | As per TK power | None | None | - | - | |
| Psycho-Kinetic Armor | $10,000 | Self | None | DR +10 | 1 round | Per use | |
| Psycho-Kinetic Barrier | $20,000 | Radius of Will in feet | 4 | DR 20, 3 ASH | 1 round | 12 rounds | Until destroyed. Mobile |
| Greater Psycho Kinetic Barrier | $50,000 | Radius of Will in yards | 6 | DR 40, 10 ASH | 1 round | 60 rounds | Until destroyed. Immobile |
| Psycho-Kinetic Blast | $20,000 | Will x 5 yards | 2. 3. 5 | 15, 20, 25, AP 2 | 1 round | Instant | |
| Pyrokinesis | $35,000 | Will x10 yards | Special | Special | Variable | Special | See Description |
| Telekinetic Flight | $30,000 | Self | 6 (+3) | None | 1 round | 20 minutes | Fly 100 mph, _50 mph per +3 Risk |
| Remote Viewing | $5,000 | Special | 5 | None | 1 minute | Will in minutes | See Description |
| Teleportation | $35,000 | Self | 6, 8, 10 | None | 1 round | Instant | Will x10, x20, or x40 in miles |
| Illusions | $45,000 | Line of Sight | Special | None | 1 to 3 rounds | Special | See Description |
| Mental Domination | $40,000 | Line of Sight | 8 (4) | None | 1 round | 20 minutes | Will Toughness to resist |



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# SUPER POWERS QUICK REFERENCE

| Super Power | $ Cost | Notes |
|---|---|---|
| **Attack Powers** | | |
| Damage Bonus | $5,000.00 | +1 to Damage for Strength-Based attacks |
| Damage Boost | $25,000.00 | Strength Damage DOUBLED every time this is taken |
| Sharpness | $10,000.00 | All Hand to Hand attacks considered sharp and lethal |
| Mookination | $15,000.00 | Costs 5 Risk. When one Mook is taken down, immediately attack on another. |
| Super Mookination | $45,000.00 | As per Mookination, but each successful attack hits 10 Mooks |
| Base Binding Attack | $10,000.00 | Accuracy +0, Rage 10/20/30/40, Binding Strength 5, Difficulty -0, Defense 10, Shrugs 0, cost 1 Risk |
| Binding Strength Bonus | $5,000.00 | +1 Binding Strength |
| Binding Difficulty Bonus | $7,500.00 | -1 Binding Difficulty |
| Binding Defense Bonus | $5,000.00 | +1 Binding Defense |
| Binding Shrugs Bonus | $8,500.00 | +1 Binding Shrug |
| Binding Range Bonus | $4,000.00 | +5 feet to all ranges |
| Binding Range Boost | $15,000.00 | Doubles all ranges |
| Damaging Binding Alpha | $5,000.00 | Binding Strength is Incoming Damage when attack first hits |
| Damaging Binding Beta | $15,000.00 | Binding Strength is incoming Damage for as long as target is bound |
| Line Throwing | $2,500.00 | Binding Attack is simple line - +3 to Climbing or Acrobatics Roll |
| Variable Effect I | $2,500.00 | Variable between two effects |
| Variable Effect II | $5,000.00 | Variable between ten effects |
| Variable Effect III | $10,000.00 | Infinitely Variable Effect |
| Variable Firing Area | $5,000.00 | Infinitely Variable Firing Area |
| Variable Modifiers | $2,500.00 | Use any modifiers or not with each attack |
| Base Flash Attack | $5,000.00 | Melee Flash Attack, Accuracy +0, Penalty -3, affects one sense, costs 1 Risk |
| Flash Penalty Increase | $3,500.00 | -1 Flash Penalty |
| Ranged Flash Attack | $3,000.00 | Becomes ranged, range 20/40/60/80 |
| Range Bonus | $3,000.00 | +10 feet to all ranges |
| Range Boost | $5,000.00 | Double all ranges |
| Extra Sense | $5,000.00 | Affects additional sense |
| Variable Effect I | $2,500.00 | Variable between two effects |
| Variable Effect II | $5,000.00 | Variable between ten effects |
| Variable Effect III | $10,000.00 | Infinitely Variable Effect |
| Variable Firing Area | $5,000.00 | Infinitely Variable Firing Area |
| Variable Modifiers | $2,500.00 | Use any modifiers or not with each attack |



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| Super Power | $ Cost | Notes |
|---|---|---|
| Base Ranged Attack | $2,500.00 | Accuracy +0, Damage 5, range 20/40/60/80, costs 1 Risk |
| Damage Bonus | $100.00 | +1 to Damage |
| Damage Boost | $5,000.00 | Double Damage |
| Range Bonus | $1,000.00 | +15 feet to all ranges |
| Range Boost | $10,000.00 | Double all ranges |
| Accuracy Bonus | $2,500.00 | +1 to Accuracy |
| Stunning I | $2,000.00 | Attack can NOT take target below 0 Shrugs and Unco |
| Stunning II | $5,000.00 | Target rolls Stamina plus Toughness minus Damage, if they fail they go Unco with Shrugs |
| Incendiary | $7,500.00 | Failed Damage Resistance Roll ignites target – continue to roll once per turn until extinguished. |
| Armor Piercing | $6,000.00 | Ignores +1 Armor Shrug |
| Explosive | $6,000.00 | Radius +1 |
| Suppressed | $2,000.00 | -1 to rolls to notice or spot the shooter |
| Autofire – Burst | $3,000.00 | Attack can be fired in 3 round bursts |
| Autofire – Full Auto | $5,000.00 | Attack can be fired in 3 round bursts or full auto |
| Variable Effect I | $2,500.00 | Variable between two effects |
| Variable Effect II | $5,000.00 | Variable between ten effects |
| Variable Effect III | $10,000.00 | Infinitely Variable Effect |
| Variable Firing Area | $5,000.00 | Infinitely Variable Firing Area |
| Variable Modifiers | $2,500.00 | Use any modifiers or not with each attack |
| **Defense Powers** | | |
| Personal Durability Alpha | $250.00 | +1 to Damage Resistance |
| Personal Durability Beta | $2,000.00 | +1 Armor Shrug |
| Hardening | $15,000.00 | Armor Shrugs are considered Hardened, and Armor Piercing does not bypass them |
| Flash Defense | $2,500.00 | +1 to resist Flash attacks |
| Ignore Suffocation | $20,000.00 | Does not suffer from lack of air |
| Ignore Pressure Differential | $20,000.00 | Does not suffer from extremes of pressure |
| Ignore Extreme Heat | $30,000.00 | Does not suffer from extremes of heat (does not protect from Radiation) |
| Ignore Extreme Cold | $25,000.00 | Does not suffer from extremes of cold |
| Ignore Re-Entry | $10,000 | Does not suffer from the heat of re-entry, does not protect from being in space or from the fall from orbit |
| Ignore Radiation | $30,000.00 | Does not suffer from exposure to radiation |
| Ignore Hunger | $15,000.00 | Does not suffer from lack of food |
| Ignore Thirst | $15,000.00 | Does not suffer from lack of water |
| Ignore Poisons | $15,000.00 | Immune to Poisons |
| Ignore Disease | $15,000.00 | Immune to Disease |
| Ignore Collisions and Falls | $30,000.00 | Does not suffer from collisions and falls, but DOES still take damage from impact attacks |
| Regeneration | | |
| Regeneration F | $750.00 | Regenerates 1 lost Shrug each hour unless Dead. Does not re-grow. |
| Regeneration D | $2,500.00 | Regenerates 1 lost Shrug each minute unless dead. Does not re-grow. |
| Regeneration Class C | $15,000.00 | Regenerates 1 lost Shrug each turn unless dead. Does not re-grow. |
| Regeneration Class B | $50,000.00 | Regenerates 1 lost Shrug each turn unless Dead as Hell. Re-grows lost limbs and organs. |
| Regeneration Class A | $1,000,000.00 | Regenerates 1 lost Shrug each turn. Re-grows lost limbs and organs. Hard to get rid of. |
| **Movement Powers** | | |
| Impressive Leaping | $15,000.00 | All jumping distances and Bursts of Speed multiplied by 2. |
| Extraordinary Leaping | $30,000.00 | All jumping distances and Bursts of Speed multiplied by 5. |
| Super Leaping | $50,000.00 | All jumping distances and Bursts of Speed multiplied by 10. |
| Impressive Sprinting | $10,000.00 | Running Speed and Bursts of Speed multiplied by 2. |
| Extraordinary Sprinting | $20,000.00 | Running Speed and Bursts of Speed multiplied by 5. |
| Super Sprinting | $40,000.00 | Running Speed and Bursts of Speed multiplied by 10. |
| Hyper Sprinting | $65,000.00 | Running Speed and Bursts of Speed multiplied by 100. |



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| Super Power | $ Cost | Notes |
|---|---|---|
| Sticktoitiveness | $15,000.00 | Move along walls and ceilings. +3 to Climbing if it's even necessary. |
| Hydroplaning | $15,000.00 | Move along the surface of liquids while running. |
| Flight | $20,000.00 | Fly at Speed stat times 5 times Risk spent, for one minute. |
| Super Flight | $30,000.00 | Fly at Speed stat times 50 times Risk spent, for one minute. |
| Hyper Flight | $50,000.00 | Fly at Speed stat times 500 times Risk spent, for one minute. |
| Winged Flight | -25% | Must use Wings to fly, at least fifteen foot span. |
| Gliding Only | -15% | Lose 10 feet of altitude for every 100 feet travelled horizontally, ascend only with thermals |
| **Sensory Powers** | | |
| Telescopic Vision | $15,000.00 | See for miles – more with successful Perception/Use Powers |
| Microscopic Vision | $15,000.00 | See very tiny, down to cellular – more with successful Perception/Use Powers |
| Infra Red Vision | $20,000.00 | Negate all darkness penalties |
| Ultra-Violet Vision | $10,000.00 | See Ultra Violet sources |
| See Through Stuff | $25,000.00 | See through most things – see through dense metals with successful Perception/Use Powers |
| Vision Potency | $2,500.00 | +1 to Vision Based Perception rolls |
| All-Around Vision | $25,000.00 | No Flank |
| Tracking by Ear | $15,000.00 | Negates Total Darkness through Hearing |
| Ear Filter | $10,000.00 | Can focus on individual sounds in cacophony |
| Super/Sub-Sonic Hearing | $15,000.00 | Hear into ultrasonic and subsonic ranges |
| Audio Potency | $2,500.00 | +1 to Hearing Based Perception rolls |
| Sensitive Nose | $20,000.00 | +5 to track, find poisons and other substances by smell |
| Fascile Tongue | $15,000.00 | Determine chemical composition by taste; +2 to Seduction when using tongue |
| Tactile Delicacy | $20,000.00 | +3 to Touch Based Perception rolls, +4 to Seduction using touch, +2 to Fabrication and Repair |
| Radar Sense | $50,000.00 | No Flank, negates all Darkness penalties, senses all in 360 degrees within visual range |
| **Utility Powers** | | |
| Impressive Lifting | $15,000.00 | Dead Lift, Carrying Capacity, and Throwing Range multiplied by 2. Max throwing damage 25. |
| Extraordinary Lifting | $30,000.00 | Dead Lift, Carrying Capacity, and Throwing Range multiplied by 5. Max throwing damage 30. |
| Super Lifting | $60,000.00 | Dead Lift, Carrying Capacity, and Throwing Range multiplied by 10. Max throwing damage 50. |
| Invisibility | | |
| Inviz 1 | $15,000.00 | +3 to Stealth, perceived at -3. 1 Risk/minute |
| Inviz 2 | $25,000.00 | +5 to Stealth, perceived at -5. 1 Risk/minute |
| Inviz 3 | $50,000.00 | Considered to have Stealth at 25, perceived at 10. 1 Risk/minute |
| Visible in Mirrors | -50% | |
| Visible to Machines | -30% | |
| Visible to Eyes | -40% | |
| Intangibility | | |
| Intanj 1 | $25,000.00 | Halves incoming damage except magic/psionics. Walk through 1 foot. 1 Risk/minute. |
| Intanj 2 | $50,000.00 | Negates incoming damage. Magic is halved, psi does full. 1 Risk/minute. Must hold breath. |
| Intanj 3. | $75,000.00 | Negates incoming damage, psi is halved. 1 Risk/minute. Can move on any axis. |
| Blocked by X | -25% | Some substance that can not be moved through, at all. Can be taken twice, but no more. |
| Gadgeteer | $30,000.00 | Build super gadgets, build anything at 10% cost, four steps down on time table. |
| Shapemorph (alpha) | $25,000.00 | Look like another humanoid. +4 to Styling. No clothing. |
| Clothing Also (alpha) | $5,000.00 | Skin turns into non-removable clothing. |
| Clothing Also (beta) | $10,000.00 | Transforms their clothing as well – can be removed |



allen pay (order #1043368)

| Super Power | $ Cost | Notes |
|---|---|---|
| Shapemorph (beta) | $40,000.00 | Take on animal forms, gain two animal benefits, for Will in hours. |
| Extra Abilities | $5,000.00 | Take on an additional animal benefit for each time purchased |
| Intermediary Form | $10,000.00 | Half Human, Half Animal form |
| Monster Form | $10,000.00 | Become something other than a terrestrial species |
| Clothing Transformation | $5,000.00 | Clothing vanishes when changing and reappears when assuming normal form |
| Form Limitation (class) | -25% | Can only become a certain class of animal |
| Form Limitation (species) | -50% | Can only become a certain species of animal |
| Extra Limbs | | |
| Arms | $15,000.00 | +1 arm, with +1 Attack. |
| Legs | $20,000.00 | +2 legs (they come in pairs), +10 to speed stat, no Kicking penalty, +1 Kicking attack |
| Wings | $15,000.00 | +2 Wings (they come in pairs) Winged Flight, +50 feet per turn per extra pair, parry at +1 |
| Tentacles/Other | $20,000.00 | +1 Tentacle/Other limb. No fine manipulation, +2 to Grapple, +1 Attack |
| Manipulator | $5,000.00 | Tentacle can perform fine manipulation, even fire firearms |
| Ground Locomotor | $10,000.00 | Must have more than one tentacle. Tentacles can be used for ground movement at Speed. |
| Brachiation Locomotor | $15,000.00 | Must have more than one tentacle. Tentacles can be used for brachiation movement. |
| "Naughty Tentacle" | $10,000.00 | Per tentacle. Tentacle can be used as sex organ. |
| Longer | $10,000.00 | Per tentacle. Tentacle is twice as long as character's arm. |
| Risk Control | $40,000.00 | Extra Risk Pool equal to Half Risk Pool – can be spent on OTHER people's rolls. |
| Enhanced Secondary Pool | $20,000.00 | Extra Risk Pool equal to Risk Pool. |
| Flexiveness | | |
| Merely Squishy | $25,000.00 | +2 to Grappling, +2 to Escapology, half damage from collisions and falls |
| Squishy and Stretchy | $40,000.00 | Multiply the height or length of any body part by Stamina stat, can push for further |
| Squishy, Stretchy, and Shapely | $60,000.00 | Take on and hold different shapes – clothing doesn't stretch or change shape |
| Clothing Also | $5,000.00 | Clothing stretches and changes shape |
| Colors and Textures | $10,000.00 | Can take on color and texture as well as shape |
| Bigger Person | $48,650.00 | Double Strength Damage, +10 DR, +1 Shrug, Jumping, Running, Lifting, and +3 to be hit. |
| Growing Clothes | $2,000.00 | Clothing grows with person. |
| Smaller Person | $35,000.00 | Shrink to 1/10$^{th}$ or 1/100$^{th}$ normal size, at ½ or ¼ physical stats. 1/100$^{th}$ takes 1 Risk/minute |
| No Performance Reduction | $15,000.00 | No physical stat reduction with size reduction. |
| Extended 1/100$^{th}$ duration | $15,000.00 | Stay in 1/100$^{th}$ indefinitely. |
| Clothing Also | $2,000.00 | Clothing shrinks with person. |
| Pocket Rocket | -45% | Permanently in 1/10$^{th}$ state, can reduce to 1/100$^{th}$. |
| Paramecium Ranger | -65% | Permanently in 1/100$^{th}$ state. |



allen pay (order #1043368)

| Power Discounts | | |
|---|---|---|
| Power Transformation Alpha | -10% | Power not always active – takes one turn to activate/deactivate. |
| Power Transformation Alpha | -25% | Power can only be made active within one 24 hour period a number of times equal to Will |
| Power Transformation Gamma | -25% | Power can only remain active for Will stat in minutes, then is inactive for 30 minus Sta minutes. |
| Power Transformation Delta | -50% | Limited activation times within 24 hours, AND limited activation duration |
| Power Transformation Epsilon | -75% | Transformation only occurs in the presence of a GM controlled substance/situation |
| Requires “Use Powers” roll | -25% | Powers that normally do not require a “Use Powers” roll require it to activate |
| Costs 1 Risk | -5% | Only for powers that normally cost no Risk to use |
| Costs 3 Risk | -10% | Only for powers that normally cost no Risk to use |
| Cists 5 Risk | -25% | Only for powers that normally cost no Risk to use |
| Double Risk Cost | -20% | Only for powers with a listed Risk cost |
| Triple Risk Cost | -30% | Only for powers with a listed Risk cost |
| Quadruple Risk Cost | -40% | Only for powers with a listed Risk cost |
| Costs a Shrug to Use | -40% | Costs 1 personal Shrug to use – can Not be used with Regeneration |
| Only in presence of X | -15% | Only in the presence of substance/situation X |
| Not in the presence of X | -15% | Only when NOT in the presence of substance/situation X |
| Only Affects X | -30% | Will only affect one type of target |
| Doesn’t Affect X | -30% | Will not affect one type of target |
| Specific Limitation | Variable | -1 penalty of some sort to the character, +1 bonus to character’s opponent, per -10% |



allen pay (order #1043368)

# MAGIC SPELLS QUICK REFERENCE

| Spell | $ Cost | Range | Risk | Damage | Casting Time | Duration | Notes |
|---|---|---|---|---|---|---|---|
| Donner's Wrath | $15,000 | 50 yards | 5, 10, 15 | 15, 25, 35 | 1 to 3 rounds | Instant | If subject is grounded, does additional Shrug |
| Fireball | $10,000 | 30 yards | 5, 10, 20 | 10, 20, 30 | 1 to 3 rounds | Instant | Damage is in 3 foot radius |
| Explosive Fireball | $35,000 | 30 yards | 10,20,30 | 10,20,30 | 1 to 3 rounds | Instant | Damage is in radius equal to Damage |
| Flame Blast | $5,000 | 20 yards | 12 or 18 | 3 or 6 | 1 round | Instant | |
| Lesser Arcane Decoy | $25,000 | Will in miles | 25 | None | 1 minute | 10 minutes | |
| Greater Arcane Decoy | $50,000 | Will in miles | 40 | None | 1 mintue | 1 hour | |
| Proteus' Veil | $20,000 | Self or other | 4 self, 8 other | None | 1 round | 1 hour self, 30 minutes other | |
| Bonds of Proteus | $40,000 | Touch | 10 (5) or 30 | None | 1 round | 1 day or Permanent | |
| Skin Walk | $40,000 | Self | 15 | None | 1 round | 1 hour | |
| Maniac's Strength | $4,000 | Self or touch | 5 self, 10 other | Special | 1 round | Will turns | |
| Burning Shards | $12,000 | 50 yards | 4 | 12 | 1 round | Instant | 3 round burst |
| Vigorous Hide | $8,000 | Self | 5 | +10 DR | 2 rounds | Will in minutes | |
| Lesser Mystic Barrier | $15,000 | Self, 5 foot radius dome | 10 | DR 30, 3 ASH | 2 rounds | Will x 2 rounds, or until destroyed | 15 penetrations destroys. Mobile |
| Greater Mystic Barrier | $35,000 | Self, 10 foot radius dome | 20 | DR 40, 6 ASH | 2 rounds | Will x 4 rounds, or until destroyed | 30 penetrations destroys. Immobile |
| Dirge of Extinction | $1,000,000 | 1 mile radius | 100 | 100 | 60 rounds | Permanent | |
| Cure Illness | $10,000 | Touch | Severity x2 | None | 12 rounds | Permanent | Restores 1 Shrug and cures |
| Heal the Body, Lesser | $20,000 | Touch | Dam x2 | None | 6 rounds | Permanent | Restores 3 Shrugs |
| Heal the body, Greater | $40,000 | Touch | Dam x2 | None | 6 rounds | Permanent | Restores 6 Shrugs and regenerates |
| Eagle's Sight | $2,000 | Self or Touch | 5 | None | 1 round | Will in minutes | Telescopic vision |
| Owl's Vision | $1,000 | Self | 2 | None | 1 round | 30 minutes | Negates darkness penalties |
| Cloak of mists | $2,000 | 20 yard radius | 2, 4, 6, 8 | None | 1 to 3 rounds | 60 rounds | -1, -2, -3, or -4 penalties for cover |
| Flight | $20,000 | Self | 8 (4) | None | 1 round | 30 minutes | Fly 25 mph, +25 mph each additional 4 Risk |
| Summon Spirit, Lesser | $30,000 | 10 yards | 50 | None | 120 rounds | Permanent | |
| Summon Spirit, Greater | $50,000 | 10 yards | 100 | None | 120 rounds | Permanent | |
| Talons of the Beast Lords | $4,000 | Self | 4 | +3 HtH, +1 Shrug | 2 rounds | 12 rounds | -2 to use equipment |
| Position Jump | $15,000 | 100 yards/300 yards | 3, 1 Shrug to Push | None | 1 round | Will in rounds | -4 to be hit while active |
| Teleport | $30,000 | Will, Will x2, or Will x4 in miles | 5, 10, or 20 | None | 1 round | Instant | |
| Gateway | $60,000 | Will x100 miles or Will x1,000 miles | 25, 50, or 100 | None | 30 minutes | Will in hours, days, or permanent | Permanent requires 5 perm Risk |
| Scrying | $5,000 | Special | 5 | None | 1 minute | 10 minutes | See description |
| Obliteration | $100,000 | 50 yard radius | 30 | 60, AP 3 | 3 rounds | Instant | OUCH! |
| Blending | $8,000 | Self | 4 | None | 1 round | 1 hour | -2 cover |
| Optic Camo | $15,000 | Self | 6 | None | 1 round | 1 hour | -3 cover |
| True Invisibility | $30,000 | Self | 8 | None | 1 round | 1 hour | -4 cover |
| Circe's Transmogrification | $100,000 | Touch | 20 | None | 1 round | Permanent | See description |
| Mind Armor | $5,000 | Self | 2 | None | 1 round | 30 minutes | +10 mental DR, +5 resistance |
| Elegy of the Grave | $8,000 | One corpse | 4 | None | 1 minute | Special | Ask Will questions of a corpse within 24 hours |



allen pay (order #1043368)

| Spell | $ Cost | Range | Risk | Damage | Casting Time | Duration | Notes |
|---|---|---|---|---|---|---|---|
| Banish Spirit | $20,000 | 10 yards | 5 | None | 1 minute | Permanent | Contest Will + toughness |
| Mind Dominion | $40,000 | Line of sight | 8 (4) | None | 1 round | 20 minutes | |
| Call Amphibians | $1,500 | 1 mile radius | 3 or 6 | None | 2 rounds | 10 minutes | 3=Will animals. 6=Will x2 |
| Call Arthropods | $1,500 | 1 mile radius | 3 or 6 | None | 2 rounds | 10 minutes | 3=Will animals. 6=Will x2. Mobile |
| Call Birds | $1,500 | 1 mile radius | 3 or 6 | None | 2 rounds | 10 minutes | 3=Will animals. 6=Will x2. Mobile |
| Call Fish | $1,500 | 1 mile radius | 3 or 6 | None | 2 rounds | 10 minutes | 3=Will animals. 6=Will x2. Mobile |
| Call Mammals | $2,000 | 1 mile radius | 4 or 8 | None | 2 rounds | 10 minutes | 4=Will animals. 8=Will x2. Mobile |
| Call Reptiles | $1,500 | 1 mile radius | 3 or 6 | None | 2 rounds | 10 minutes | 3=Will animals. 6=Will x2. Mobile |
| Bind Spirit | $45,000 | 10 foot radius | 10 | None | 60 rounds | Special | The “Deal” is in full effect |
| Sodrick’s Binding | $10,000 | 10 yards | 3 | None | 1 round | Permanent | Bind strength 9, diff. -2, defense 18, 1 Shrug |
| Kiss of Morpheus | $5,000 | 20 yard range, 5 foot radius | 4 | 5 (special) | 2 rounds | Special | Stun II, Stam + Toughness -5 to resist |
| Stride of Marathon | $15,000 | Self | 6 | None | 1 round | 1 hour | Run speeds x4 |
| Spider Walk | $5,000 | Self | 2 | None | 1 round | 30 minutes | Sticktoitiveness |
| Ward of Hiding | $10,000 | Will x2 yard radius | 10, 20 | None | 30 min, 1 hour | 1 month, permanent | - margin or – margin x2 |
| Ward of Shielding | $10,000 | Will x2 yard radius | 10, 20 | None | 30 min, 1 hour | 1 month, permanent | - margin or – margin x2 |
| Bane Ward | $20,000 | Will x2 yard radius | 20, 40 | None | 30 min, 1 hour | 1 month, permanent | Stam + toughness -Margin or margin x2 |
| Ward of Air | $10,000 | Will x2 yard radius | 10, 20 | None | 30 min, 1 hour | 1 month, permanent | |
| Ward of Earth | $10,000 | Will x2 yard radius | 10, 20 | None | 30 min, 1 hour | 1 month, permanent | |
| Ward of Fire | $10,000 | Will x2 yard radius | 10, 20 | None | 30 min, 1 hour | 1 month, permanent | |
| Ward of Water | $10,000 | Will x2 yard radius | 10, 20 | None | 30 min, 1 hour | 1 month, permanent | |
| Shatter the Eye | $20,000 | Touch,10 yards (5 foot radius) | 3, 6 | Special | 1 round | Special | Flash attack – vision, specific penalty -5 |
| Shatter the Ear | | Touch,10 yards (5 foot radius) | 3, 6 | Special | 1 round | Special | Flash attack – hearing, specific penalty -5 |
| Xombie | $20,000 | One corpse | 10 or 20 | None | 1 minute or 10 minutes | Permanent | Makes mook zombie or warrior zombie |



allen pay (order #1043368)

"At any given moment, there are countless people out there who can't defend themselves, being hunted, herded, abducted, dissected, packaged, and cast aside.

Their only crime is not knowing how much danger they are in, every minute of their lives.

As for me... I've got bad guys to go beat up. You need any stuff while I'm at it?"

-Kale Fleigh



allen pay (order #1043368)

| | | | |
|---|---|---|---|
| **Character Name:** | | **Eye Color:** | |
| **Player Name:** | | **Hair:** | |
| **Alias:** | | **Build:** | |
| **Gender:** | | **Height:** | |
| **Occupation:** | | **Weight:** | |
| **Affiliation:** | | **Age:** | |

**Strength**
**Stamina**
**Agility**
**Dexterity**
**Intelligence**
**Perception**

**Merits**

Character Sketch

**Shrugs**
Stamina / 2

**Speed**
Agility + Dexterity + Running

**Will**
(Intelligence + Stamina)/2

**Initiative**
(Perception + Dexterity)/2

**Damage Resistance**
Stamina x 2

**Risk Points**
Will x 10

**Flaws**

| Athletics | |
|---|---|
| Acrobatics | |
| Climbing | |
| Lifting | |
| Running | |
| Sports | |
| Swimming | |
| Throwing | |
| X Sports | |
| Zero-G | |

| Combat | |
|---|---|
| Archaic Ranged | |
| Grappling | |
| Hand to Hand | |
| Handguns | |
| Long Arms | |
| Martial Damage | |
| Melee | |
| Toughness | |

| Espionage | |
|---|---|
| Acting | |
| Business | |
| Communicate | |
| Cryptography | |
| Demolitions | |
| Escapology | |
| Investigation | |
| Lockpicking | |
| Security | |
| Seduction | |
| Sleight of Hand | |
| Stealth | |
| Streetwise | |
| Survival | |

| Craft | |
|---|---|
| Art | |
| Cleaning | |
| Construction | |
| Cooking | |
| Dancing | |
| Fabrication | |
| Music | |
| Repair | |
| Rope Work | |
| Sewing | |
| Styling | |

| Special | |
|---|---|
| Do Magic | |
| Martial Arts | |
| Use Cyberware | |
| Use Psionics | |
| Use Powers | |

| Science | |
|---|---|
| Academics | |
| Astrogation | |
| Biology | |
| Chemistry | |
| Computer | |
| Cybernetics | |
| Electronics | |
| Engineer | |
| Genetics | |
| Law | |
| Medicine | |
| Military Science | |
| Naviataion | |
| Occultism | |
| Parpsychology | |
| Physics | |
| Psychology | |
| Xenology | |

| Vehicles | |
|---|---|
| Animal | |
| Anthro | |
| Boats | |
| Cars | |
| Helicopter | |
| Hover Craft | |
| Jet Pack | |
| Jet Plane | |
| Motorcycle | |
| Prop Plane | |
| Remote | |
| Space Shuttle | |
| Starships | |
| Submersibles | |
| Ultra Light | |

**Hot Chicks: The Roleplaying Game**

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allen pay (order #1043368)

**Character Name:** _____

**Player Name:** _____

**Alias:** _____

**Character History**

**Running Speed**
Speed x 4 — feet per turn

**Standing Broad Jump**
(Agility + Acrobatics, Sports, or X Sports) /2 — feet

**Running Broad Jump**
(Speed/2) + Acrobatics, Sports, or X Sports — feet

**Standing High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /4 — feet

**Running High Jump**
((Agility + Strength)/2) + Acrobatics, Sports, or X Sports /2 — feet

**Dead Lift**
Strength plus Lifting x 50 — pounds

| Equipment or Budget Item | Cost | Equipment or Budget Item | Cost |
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| Weapon | Acc | Dam | Range | Shots | Weight | Kick | AP | DR | Shrugs | Cost |
|---|---|---|---|---|---|---|---|---|---|---|
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## Notes



allen pay (order #1043368)

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**"There are about to be ten billion people on the Earth. Who's going to miss a few?"**

Welcome to the world of 2015. Mankind's greed for wealth and knowledge has damned our collective souls. The Corporations have declared that human beings are a resource, to be used and discarded as they wish. Careless mages have released the demons of hell into the world, to prey upon human terror and suffering. Aliens from far stars have taken notice, and are preparing to harvest the entire human race for their own profit.

Yeah, we're pretty much screwed.

Fortunately, a very few people have realized that there is a secret war for the future and destiny of mankind, and they are going to fight for all of us. Using their Martial Arts, Cyberware, Psionics, Super Powers and Magical Spells, they will throw themselves into the battle and save mankind, or die trying.

Oh, yeah. That would be you.

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